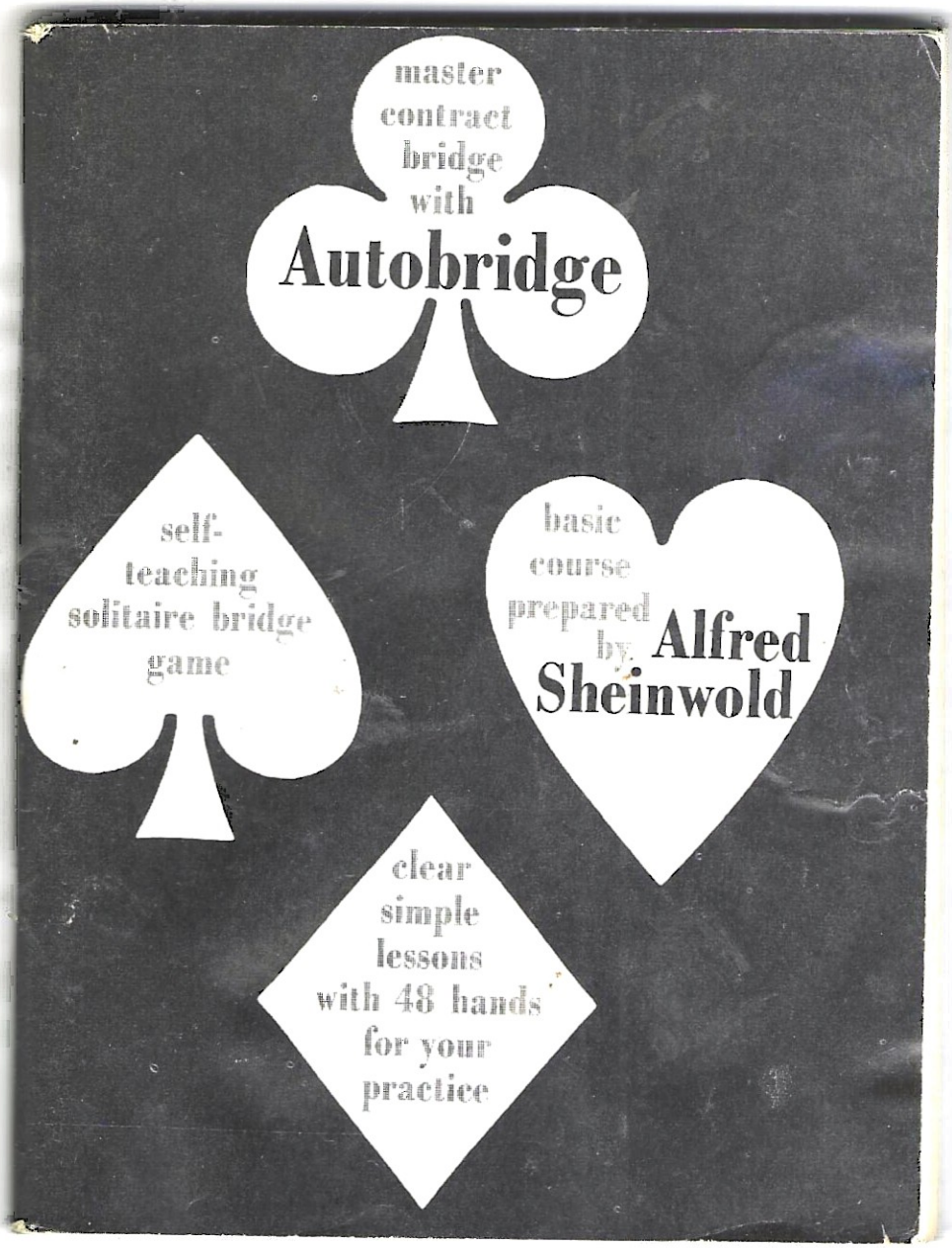
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EDITOR'S NOTE

The bidding methods presented in this book are completely up to date and agree with the methods used by all of the leading authorities. The latest bidding changes of the past year or two have been carefully worked into the text.

Any player who studies this book and the Autobridge Deal Sheets carefully will be ready to take a seat in any bridge game, even though the other players may be far more experienced.

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PART I

SECTION 1

Before the Deal

You need four players for a game of contract bridge. Two of them, who sit on opposite sides of the table and face each other, are *partners*. The other two are likewise partners. The game is a struggle between these two partnerships.

In most games, the partnerships are agreed upon for social reasons. For example, a visiting couple may play as partners against their host and hostess; or, instead, the two women may play as partners against the two men.

It is, however, possible to decide the partnerships by cutting the cards. The two players who cut the highest cards become partners against the other two players.

Dealing

The player at the dealer's left shuffles the cards and hands the pack back to the dealer. Next, the dealer presents the pack to the player at his right for the cards to be cut.

Then the dealer gives each player, starting at the left, one card at a time until the entire 52 cards have been dealt. Each player should then have thirteen cards. All the cards should be dealt face down, carefully, so that no player can see the face of any card.

While the cards are being dealt, the other players refrain from touching them, as a matter of politeness. Each game has its own little code of courtesy, and most bridge players are very polite creatures!

Arranging the Cards

As soon as the deal is completed, each player picks up his thirteen cards and assorts them in suit and numerical order.

In using the Autobridge Playing Board it is not necessary to shuffle or deal or to arrange your cards. The hands on the deal sheets have already been arranged. Take out Deal 1 and look at the cards in the South hand. Note that the thirteen cards are arranged according to suits and that in each suit the higher cards are at the left.

Rank of Suits

In each pack of 52 cards there are four suits and thirteen cards in each suit. The suits rank as follows:

SPADES ♠
HEARTS ♥
DIAMONDS ♦
CLUBS ♣

Rank of Cards

There are thirteen cards in each suit, ranking as follows: ace *(highest)*, king, queen, jack, 10, 9, 8, 7, 6, 5, 4, 3, 2 *(lowest)*.

The five highest cards in each suit are called *honor cards*. They are ace, king, queen, jack, and ten.

When you cut the cards to choose partners and to see who deals first (highest card deals first), any ace outranks any king; any king outranks any queen; and so on. If cards of the same rank are cut, the suit breaks the tie. For example, the ten of diamonds would be higher than the ten of clubs, but lower than the ten of hearts.

General Procedure

In contract bridge, one pair bids against the other and contracts to win a stated number of tricks.

A *bid* consists of two words – a number and a suit. The number refers to the number of *tricks* that the bidder's side expects to win; the suit states what the *trump* will be.

Trick: After the bidding, one of the players takes a card from his hand and puts it face up on the table. Each other player, in turn, does likewise. The four cards, one from each player, constitute a *trick*. One of these cards is higher ranking than all the others, and it wins the trick.

Trump: In most hands, each card in a particular suit is a trump. Any one of these thirteen cards can win a trick even from the ace of another suit. This gives any trump a special importance in winning tricks.

There are thirteen tricks in each deal, since each player plays one of his thirteen cards on each trick. A bid promises to take more tricks than the opponents, so that the lowest possible bid is for seven of the thirteen tricks. For this reason, the first six tricks are disregarded, and the players bid to see how many tricks they can win in addition to those first six tricks.

For example, a bid of one spade calls for seven tricks (one more than the first six), with spades as trumps. A bid of three hearts calls for nine tricks (three more than the first six), with hearts as trumps.

The first six tricks won by the successful bidder are called *book*. The bid states how many tricks he will win in addition to book.

Bidding

Imagine yourself at a bridge table. You are South, and the other three players are West, North, and East. (Don't bother to buy a compass for this purpose. Take any seat and call it South. The other three positions are then fixed.)

The dealer has the first chance to bid. Then each player in turn bids, going around to the left like the hands of a clock. When both partnerships have decided not to bid any more, the side that has bid higher must try to win the tricks it has bid for.

Let us suppose that you, South, having cut the highest card, are dealer. On looking at your hand you believe that with clubs as trumps you and your partner should win seven tricks (remember that the first six tricks are your book), so you bid for one over that book. You bid one club.

West believes that his side can make seven tricks if diamonds are trumps, so he overcalls with one diamond.

Your partner, North, believes that your side can make seven tricks with hearts as trumps, so he bids one heart.

East thinks that he and his partner, West, can make eight tricks at diamonds (that is, with diamonds as trumps), so he bids two diamonds. Note that a bid of only one diamond was enough to outrank the first bid of one club; and a bid of only one heart was enough to outrank West's bid of one diamond. Now, however, it takes a bid of *two* diamonds to outrank one heart.

Example A

SOUTH	WEST	NORTH	EAST
1 ♣	1 ♦	1 ♥	2 ♦

East has *raised* his partner's diamond bid.

If South wishes to raise North's heart bid, he now bids two hearts. But if South prefers to rebid his own club suit, he must bid *three* clubs.

Each bid must be higher than the previous bid. This means that a bid must either promise to win the same number of tricks in a higher suit or a larger number of tricks.

Example B

SOUTH	WEST	NORTH	EAST
1 ♥	1 ♠	2 ♥	3 ♣
3 ♥	4 ♣	4 ♥	Pass
Pass	Pass		

Example C

SOUTH	WEST	NORTH	EAST
Pass	Pass	1 ♥	1 ♠
2 ♥	3 ♣	3 ♥	4 ♣
Pass	Pass	Pass	

Did you notice that in Example C both South and West *passed* at the first chance to bid? Each thought that his hand was too poor for a bid. In general, this is what a player means when he says "Pass."

Thus far we have shown bids of the four suits. A fifth kind of bid is possible: *notrump*. As you might expect, this means that the bidder wants to play the hand without a trump suit.

Notrump is higher than any of the suits. Therefore a bid of one notrump (often shortened to 1 NT) outranks a bid of one in any suit; a bid of 2 NT is higher than a bid of two in any suit; and so on.

When a player wants to make a bid higher than 1 NT, he must bid at least two of some suit (or, if he wishes, 2 NT). If he wishes to do so, he may bid three or four, or more, of some suit instead of only two. Such bids of more than a minimum are called *jump* bids.

Example D

SOUTH	WEST	NORTH	EAST
1 ♣	1 ♠	2 ♣	2 NT
3 ♥	3 NT	4 ♣	Pass
Pass	Pass		

Example E

SOUTH	WEST	NORTH	EAST
Pass	1 NT	Pass	3 ♥
Pass	4 ♥	Pass	4 NT
Pass	5 ♦	Pass	6 ♥
Pass	Pass	Pass	

Ending the Bidding: There are two ways for the bidding to end. The first way is for all four players to pass. When this happens, the four players throw their cards in and get a new deal. The hand has been *passed out*.

Most of the time, one of the four players will bid instead of passing. Once any player has bid, the hand can no longer be passed out. The bidding of that hand continues until three players in succession have passed.

In Example A we see only the beginning of the bidding. In the other examples, however, we see the full bidding of each hand. In each case, the bidding ends with three passes. The total number of passes doesn't matter. In Example E, South and North pass many times while the opponents are still bidding. The bidding ends only when there are three passes *in succession*.

Declarer

Except when a hand is passed out, one partnership outbids the other partnership. The side that bids higher consists of one per-

son who will play the hand (called the *declarer*) and one person who will not play at all during the rest of that hand (called the *dummy*). Their opponents are called *defenders*.

Which partner is the declarer and which is the dummy?

The declarer is the player who first bid the suit (or notrump) named in the final bid. It doesn't matter which of the two partners made the final bid; what does matter is which of the two partners *first* bid the suit (or notrump) that is named in that final bid. (Once in a great while, the final bid will be in a suit or notrump that was first named by one of the *other* partnership. This is disregarded, since only the highest bidder or his partner can become declarer. The question is only which one of *those* two players bid the suit or notrump first.)

Now let's look at Examples B, C, D, and E to discover which player is the declarer in each case. Decide for yourself and then read the answers.

Example B: South is declarer. The final bid names hearts, and South bid hearts before North did.

Example C: West is declarer. The final bid names clubs, and West bid clubs before East did.

Example D: South is declarer. The final bid names clubs, and South bid clubs before North did.

Example E: East is declarer. The final bid names hearts, and East bid hearts before West did.

Let's use these same examples for some more reviewing. Look at the final bid (called the contract) in each case and see how many tricks the declarer must try to win.

Example B: The contract is four hearts. Declarer must try to win ten tricks – four more than his book of six.

Example C: The contract is four clubs. Declarer must try to win ten tricks.

Example D: The contract is again four clubs. Declarer must try to win ten tricks.

Example E: The contract is six hearts. Declarer must try to win twelve tricks. In this case, declarer is trying to make a *small slam*. If the contract were seven hearts, he would need all thirteen tricks, and he would be trying to make a *grand slam*.

How Play Begins

After the bidding has ended, the first card is played by whichever defender sits at the left of the declarer. For example, if South is the declarer, the first card is played by West.

The first card of any trick is called a *lead*. The first lead of a hand is called the *opening lead*.

As soon as the opening lead has been placed on the table, and not before, the declarer's partner (or dummy) puts his thirteen cards face up on the table. Sometimes an inexperienced player will put down his trumps before the opening lead has been made. This may be meant as politeness, but it is just a mistake. Good players never do this, no matter how polite they may be.

In putting his hand on the table, the dummy puts the trumps down at the right (so that from declarer's point of view they will be at the left). The rest of the hand is put down suit by suit in any convenient order. It is customary to alternate red and black suits, but this is not very important.

This exposed hand is likewise called the *dummy*. The name applies to the hand or to the player.

Order of Play

Declarer looks at the dummy and at his own hand in order to plan the play. Good players usually take a few seconds to think matters over before they proceed with the play.

Declarer then takes a card from the dummy and puts it in the middle of the table together with the opening lead. To put it another way, declarer plays a card from the dummy.

It is now the turn of the leader's partner. He takes a card from his hand and puts it face up on the table.

Finally, declarer plays a card by putting it face up on the table. This fourth card, one from each player, completes the trick.

Notice that the turn to play goes around the table to the left, like the hands of a clock.

One of the players, as we will soon see, wins that first trick. If the trick has been won by declarer (or dummy, which comes to the same thing), the declarer picks up the four cards, gathers them together, and turns them face down in a neat pile in front of him.

If the trick was won by one of the defenders, one of them takes the trick, by gathering up the four cards and turning them face down in a neat pile in front of him.

The player who wins the first trick leads to the second trick. If dummy won the first trick, declarer must lead from dummy for the second trick. This rule is followed throughout the hand: the player who wins a trick leads to the next trick.

How Tricks Are Won

In playing to a trick, each player must *follow suit* – that is, he must play a card of the same suit as the card led. If the lead is a spade, for example, each of the other three players must follow suit by playing a spade. The player may follow suit with a high or a low card—the choice is up to him – but he must follow suit if he can.

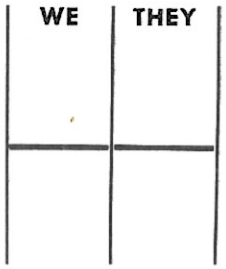
When a player has no cards of the suit led, he cannot follow suit. He may then play a card of any other suit. If there is a trump suit, he may play a trump. If he doesn't wish to play a trump, he may *discard* a card of some other suit.

When a trick does not contain a trump, it is won by the highest card of the suit led. (This is the only way a trick can be won when there is no trump suit.) When a trick contains one or more trumps, it is won by the highest trump in the trick.

How to Score

During the play, the declarer tries to win the tricks that are promised in his contract. The opponents try to defeat the contract.

Whenever the declarer succeeds in making the tricks he has bid for, he earns a score *"below the line."* To understand this term you must look at a typical bridge scorepad.



There are two long columns, one headed WE and the other THEY. When you keep score, you put each score made by your side in the left-hand, or WE column; and every score made by the opponents in the right-hand, or THEY column. If an opponent is keeping score, he does the opposite: he puts your scores in the THEY column, and vice versa.

Near the middle of the scorepad is a heavy horizontal line. Some scores go *above* this line, and others go *below* it.

Scores Below the Line

When declarer succeeds in making the tricks he has bid for, he scores below the line. All other scores go above the line.

If the contract is some number of *clubs* or *diamonds*, and declarer makes his contract, he scores 20 points per trick up to the number of tricks named in the contract. (He may make extra tricks, but we will come to them later.)

If the contract is some number of *hearts* or *spades*, and declarer makes his contract, he scores 30 points per trick up to the number of tricks named in the contract.

If the contract is some number of *notrump*, and declarer makes his contract, he scores 40 points for the first trick and 30 points for each other trick named in the contract.

If declarer fails to make his contract, he scores nothing at all below the line. He may win most of the tricks, but he still gets nothing. *The first requirement for scoring is to make the contract.*

Now let's take a few examples.

You bid two clubs and win eight tricks. You score 40 points, 20 points each for the two tricks named in the contract.

You bid three diamonds and win nine tricks. You score 60 points, 20 points for each of the three tricks named in the contract.

You bid four hearts and win ten tricks. You score 120 points, 30 points for each of the four tricks named in the contract.

You bid five spades and win eleven tricks. You score 150 points, 30 points for each of the five tricks named in the contract.

You bid six notrump, and win twelve tricks. You score 190 points, 40 points for the first trick and 30 points for each of the other five tricks named in the contract.

You bid seven clubs and win twelve tricks. You score *nothing at all*, since you have failed to make your contract.

Now that we have this straightened out, we can consider extra tricks. Take credit for them in the same way – 20 points per trick for clubs or diamonds, and 30 points per trick for hearts, spades, or notrump–but put any such score *above* the line instead of below the line.

It pays to win extra tricks, for each such trick will earn you some points. However, you get bigger rewards as a general rule for bidding as much as you can make. A player who wins a great many extra tricks may be *playing* well, but he is not bidding enough.

Scores Above the Line

With normal hands, the biggest reward you can look for is the bonus for making *rubber*. You win a rubber by winning two *games* out of three. (If you win two games before your opponents win any game at all, there is no need to play the third game.)

If the opponents win one game at any time during the rubber, your bonus for winning the rubber is 500 points. If you win the only two games of the rubber, your bonus is 700 points.

You score *game* whenever you total 100 points below the line. If you want to make game in a single deal, therefore, you must bid for enough tricks to bring their scoring value up to 100 points. For this purpose you must bid five clubs or five diamonds (at 20 points per trick); four hearts or four spades (at 30 points per trick); or three notrump (one trick at 40 points, and two tricks at 30 points).

Clubs and diamonds are called the *minor* suits and hearts and spades are called the *major* suits because of this difference. It is far easier, usually, to make game by winning ten tricks at a major suit than eleven tricks at a minor suit. Game at notrump, where only nine tricks are needed, is even easier.

It is not necessary to score the game in a single deal. If you happen to score 40 points below the line, which is called a *part score*, you will then need only 60 points more to complete your game. Do not rely too much, however, on making a game by easy stages during the course of two or more hands. If the opponents happen to score game before you reach your total of 100 points, you will have to start all over again for a fresh 100 points, because any game made by the other side wipes out a part score.

Each game is a unit by itself. The moment either side has scored a game, a fresh start must be made towards a new game. Even if you bid and make seven notrump and score 220 points you can still score only one game.

Vulnerability

As soon as you have scored a game, you are called *vulnerable*. This is supposed to mean that you are in danger.

As we shall soon see, there are penalties for falling short of your contract. These penalties are more severe after you have scored a game than before. Hence your danger is greater when you are vulnerable.

Vulnerability applies only to the side that has scored a game, not to the other side. When both sides have won a game, both are vulnerable. If only one side has won a game, only that side is vulnerable.

Penalties

Whenever you become declarer and fail to make your contract, the *opponents* score points *above* the line on their side of the score-

pad. These points are a *penalty* that you pay to the opponents for overbidding.

Mind you, there is nothing improper about overbidding. Even the best players occasionally bid too optimistically. Moreover, good players sometimes *deliberately* overbid in order to outbid the opponents or in the hope of luring the opponents beyond their depth.

The normal penalty for failing to make your contract when you are not vulnerable is 50 points for each trick short of your contract. For example, suppose that you have bid three spades. You need 9 tricks for your contract. You actually win only 7 tricks. This leaves you two tricks short of your contract, and the opponents therefore score 100 points (50 x 2) above the line.

When you are vulnerable, the normal penalty is stepped up to 100 points per trick short of the contract. *Going down* two (falling short by two tricks) would cost you 200 points.

When you fail to make your contract, you are affected only by your own vulnerability, not by that of your opponents. For example, if you are not vulnerable, you pay a penalty of only 50 points per trick for going down, regardless of whether or not the opponents are vulnerable.

The Double

These normal penalties are not severe, but the opponents have a way of increasing them. Either opponent can do this by saying "*Double*," at his turn to bid.

The general effect of a double is to increase the score for that hand. If you make your contract, you score more; if you go down, the penalty is bigger.

Before we go into this more thoroughly, let's see how a double is made and how it is cancelled.

Suppose you are the dealer and bid one spade. The next player passes, and your partner bids two clubs. It is then too late for anybody to double one spade. A double applies only to an opponent's *latest* bid; all previous bids are wiped out.

Take another case. You bid one spade, and the next player doubles. This is a proper double. Now your partner bids two clubs, and the double of one spade is wiped out. In fact, your partner could even bid two *spades*, and the double of *one* spade would be wiped out. Perhaps an opponent would then double two spades, but you can't be sure of that. If nobody doubles two spades, —you can forget all about that first double of one spade.

Now let's see what effect the double has on penalties, if you fail to make a doubled contract.

Suppose you are not vulnerable. If you fall short by one trick, the penalty is 100 points (instead of the normal penalty of only 50 points). If you fall short by more than one trick, the first *undertrick* costs you 100, as we have just seen, and each other undertrick costs you 200 points. The penalty for down three is 500 points; for down four, 700 points; and so on.

The penalties are even steeper if you are vulnerable. In that case, down one costs 200 points, and each additional undertrick costs 300 points more. The penalty for down two is 500 points; for down three, 800; and so on.

Bonuses

For making a doubled contract, your score below the line is double the normal value.

For example, for making two clubs doubled, the score below the line would be 80 points instead of the normal 40 points.

For making two spades doubled, the score below the line would be 120 points instead of the normal 60 points. Since this comes to more than 100 points, it amounts to game. Ordinarily, a contract of two spades is not enough for game, but a contract of two spades doubled is a game contract.

In addition, you score a bonus of 50 points above the line whenever you make a doubled (or redoubled) contract.

Overtricks When Doubled

Overtricks at a doubled contract count for more than the normal 20 or 30 points per trick.

If you are not vulnerable, each overtrick at a doubled contract is worth 100 points.

If you are vulnerable, each overtrick at a doubled contract is worth 200 points.

The Redouble

As we have seen, a double increases the scoring value of a hand—to one side or the other. A *redouble* carries this increase farther along. An opponent's double indicates a belief that your side has bid too much; your redouble indicates confidence in your own bidding and scorn for the opponent's double.

The effect of the redouble is to multiply the doubled score by two. The only exception to this rule is the bonus of 50 points for making a doubled contract. That remains only 50 points even if the contract has been redoubled.

If you go down at a redoubled contract, the penalty is 200 points for the first undertrick and 400 points for each other undertrick when you are not vulnerable. The penalty is 400 points for the first undertrick and 600 points for each other undertrick when you are vulnerable. These are such huge penalties that the prudent player does not redouble when there is much chance of going down.

If you make a redoubled contract, the trick score is *four* times the normal value below the line. A contract of one spade redoubled, for example, is worth 120 points below the line—a game contract.

Overtricks at a redoubled contract are likewise worth twice the doubled value: 200 points per overtrick if you are not vulnerable, 400 points per overtrick if vulnerable.

Honors

The five highest cards of the trump suit (ace, king, queen, jack, and ten) are called *honors*. Whenever any player holds four of these five honors in his own hand, his side scores 100 points above the line, if that suit finally becomes trump. For all five of the honors, in one hand, the bonus is 150 points.

When the final contract is no-trump, the four aces are the honors. If a player holds all four aces, his side scores 150 points above the line as a bonus for honors.

These bonuses have nothing to do with the declarer's success or failure in making his contract. They also have nothing to do with which player becomes declarer. Usually, declarer has the honors, but the score is just the same if dummy has them. Once in a blue moon, one of the defenders has honors, and then it is the defending side that gets the 100 or 150 points above the line.

Honors are usually announced and scored after the hand has been played.

There is no bonus at all for divided honors. It's pleasant to have three honors in your own hand and the two other honors in your partner's hand, but you get no bonus for this.

Slams

You get a special bonus for bidding and making twelve of the thirteen tricks or for bidding and making all thirteen tricks. A bid for twelve tricks is called a *small slam;* a bid for all of the tricks is called a *grand slam.*

Small slam bonus: 500 points if you are not vulnerable; 750 points if you are vulnerable.

Grand slam bonus: 1,000 points if you are not vulnerable, 1,500 points if you are vulnerable.

These bonuses are entirely separate from anything else that you may earn by making your contract. For example, you always score a game when you bid and make a slam. If this happens to be your second game of the rubber, you also score the rubber bonus.

If you make your slam contract when you have been doubled, your trick score is twice as much below the line, but the slam bonus remains the same.

A Little Practice

WE		THEY
(e)	700	
(e)	750	
(c)	60	800 (d)
(a)	30	30 (b)
(a)	90	60 (b)
(c)	40	
(e)	180	
	1850	890 *(totals)*

960 *net win*

Explanation

Above you see a typical scorepad. Five hands have been played in this rubber, and the scores of these hands have been marked (a), (b), (c), (d), and (e).

As usual, you and your partner score in the column marked WE. The opponents are credited in the column marked THEY.

On the first hand, your side bid three spades and won 10 tricks. You scored 90 points below the line and 30 points above the line. Spades are worth 30 points per trick, and you get credit below the line for what you bid; above the line, for any extra tricks. The score of this first hand is labeled (a).

On the second hand, the opponents bid two hearts and made 9 tricks. You credit them with 60 points below the line and 30 points above the line. These scores are labeled (b).

On the third hand, your side bid one notrump and made 9 tricks. Your bid was enough for game. You score 40 points below the line and 60 points above the line. These scores are labeled (c). You draw a line below this score to signify that a game is over and that both sides must now start on the *next* game.

On the fourth hand, you bid too much and the opponents doubled. You were set three tricks, and this cost you 800 points since you were now vulnerable. This score, labeled (d), goes above the line under THEY.

On the fifth hand, your side bid six spades and won 12 tricks. You score 180 points below the line, 750 points (slam bonus) above the line and another 700 points above the line for winning the rubber. These scores are labeled (e).

All scores are now added. Your total is 1850 points, and theirs is 890. Subtracting, you get 960 points as your net win for this rubber.

Now that you have read how to go through the motions of playing contract bridge, you are almost ready to play. Take out your Autobridge board and play a few hands. This will give you a clearer idea of who wins a trick and who leads to the next trick. When you are more accustomed to this idea, you will be ready to read some more in the next lesson.

Autobridge Practice

You have now read a lot about how to go through the motions of playing bridge. It would be natural for you to forget some of it, and you would easily forget all of it unless you practiced.

If you have the chance to watch experienced players, by all means do so. Even a few minutes of watching will be helpful.

It will also be helpful to play through a few hands on your Autobridge Board. You will not yet know the reasons for your bids and plays, but it is a good idea for you to learn how to use the board and how to go through the motions of bidding and playing.

Your first step is to prepare the Board for a hand. Push down all of the slides for the South hand. Push up all the slides for the North hand. Push to the left all the slides for the West hand; and push to the right all the slides for the East hand. The idea is to allow you to see only the cards of the South hand when you have inserted the deal sheet.

If you put in Deal Sheet No. 1 and push some of the slides experimentally, you will see that the slide reveals a *card* in one position and a *number* in the other position. To start with, you want to see all of the cards in the South hand and only numbers in the other three hands.

You will notice also that there are four longer slides, used for the bidding. As you open each slide, little by little, you can see how the bidding proceeds. When you have become somewhat more experienced, you can use the Autobridge Board to test your knowledge of the game. Let us look ahead and see how this is done.

You must imagine that you are the South player. Whenever it is your turn to bid, you choose your bid and then push the bidding slide to see if the deal sheet agrees with you. If so, congratulations! If not, revise your bid and go along with the deal sheet. Continue with the bidding of the other players, and try to make the right bidding decision each time *your* turn comes.

When the play begins, you will be declarer, playing the hand from the South position. West will make the opening lead. His first lead will be the bottom card

at the left, opposite the number 1. The cards of the defenders are played in order, going from the bottom to the top. On the first trick, each defender plays the card opposite number 1. On the second trick, each defender plays the card opposite number 2. And so on.

After you have pushed aside the bottom slide in the West hand to see the opening lead, push down all of the slides in the North hand. This will enable you to see the dummy.

Decide which card you want to play from dummy at the first trick, and then push up the slide to see whether or not you are right. If you are right, the pushed-up slide will reveal the number 1. This means that you have picked the right card to play to the first trick.

If a different number appears, you have played the wrong card. Try pushing up a different slide, and keep trying until you find the one that corresponds to number 1.

You follow the same principle when it comes to playing from your own hand. You must push up a slide that reveals the number 1 at the first trick. At the next trick you must push up the slide that reveals the number 2. This process continues until the hand is over.

At the beginning, you will be pushing slides like a wooden soldier. You will find out what to do, but you won't know why you are doing it. In time, however, you will know the reasons for the correct plays, and you will be able to return to these very same hands and play them with more understanding.

At this moment we want only to get some practise in following suit, winning tricks, and leading to the next trick. We can get this practice by running through a hand. If you like, you may play through a few more hands on your own. You won't learn very much at the moment, but don't worry about it. We will come back to these hands later on.

DEAL No. 1

The Bidding

The opening in the middle says that South is the dealer. It is therefore your turn to bid first. As you have learned, the dealer is the first person to speak in the bidding.

Push open the South slide, and you will see that South bids one heart. This means that you have promised to win 7 tricks if hearts are trumps.

Now push open the West slide a bit. It is West's turn to speak next. West passes.

It is now North's turn, and you open the North slide a trifle. North bids one notrump. This means that North promises to take 7 tricks with no trump suit. Since notrump is higher than hearts, your partner was able to make a higher bid than your bid of one heart without increasing the number of tricks called for in the contract.

It is now East's turn, and you open the East bidding slide. East passes.

It is now up to South once more. You open the South bidding slide another notch and see that South bids two hearts.

By looking at the other bidding slides you see that West passes, North passes, and East passes. These three successive passes end the auction.

The last bid is two hearts, and you are the declarer. The North hand will be your dummy, and West will make the opening lead.

The Play

Open the number 1 slide of the West hand. This shows you that West leads the six of spades. Now open up the dummy and get ready to play your first bridge hand.

Trick 1: Dummy must follow suit with a low spade, East plays the king of spades, and you likewise must follow suit with a low spade. East has played the highest card, and therefore wins the trick. East has the right to lead to the next trick.

Trick 2: East leads the ace of spades. Once again you and the dummy must follow suit with spades. West also plays a low spade. Again East's card is the highest in the trick, and he therefore wins the trick. This gives East the right to lead to the next trick.

Trick 3: East leads the eight of spades. Since you have no spades, you may either trump or you may play a card of one of the other suits. As it happens, you do not wish to discard a club or a diamond. You play a small trump—the two of hearts. West and North must follow suit with spades. Your lowly deuce of hearts is the lowest card on the tricks, but since it is a trump it wins the trick. This gives you the right to lead to the next trick.

Trick 4: You lead a low heart from the South hand. West follows suit with the jack of hearts, and East wins with the queen of hearts. Since all four cards on this trick are trumps, it is won by the highest trump. East leads to the next trick.

Trick 5: East leads the five of clubs. South plays the ace, and the other hands play lower clubs. South's ace is the highest card in the trick and therefore wins the trick. South has the right to lead to the next trick.

Trick 6: South once more leads a low trump – the five of hearts. West plays the ace of trumps, the highest possible card. The other players play lower trumps, and West wins the trick. This gives the West the right to lead to the next trick.

Trick 7: West leads the eight of clubs. Dummy plays the ten of clubs, East covers with the jack of clubs, and South plays the king of clubs. The highest card in the trick is the king of clubs, and therefore South wins the trick. This gives South the right to lead to the next trick.

Trick 8: South leads the ace of diamonds. Each of the other hands plays a lower diamond. South's ace therefore wins the trick, and South leads to the next trick.

Trick 9: South leads the queen of diamonds. All hands once more follow suit with lower diamonds, and South's queen is the highest card in the trick. South wins the trick and therefore leads to the next trick.

Trick 10: South leads the three of diamonds. West discards the three of clubs. Since West is unable to follow suit, he may play any card remaining in his hand North plays the jack of diamonds, and East follows suit with a lower diamond. North's jack wins the trick, and North thus has the right to lead to the next trick.

Trick 11: North leads the ten of hearts. This is sure to win the trick, since it is the highest trump left in play. East discards a diamond, South follows suit with a lower trump, and West discards a club. North wins the trick and therefore has the right to lead to the next trick.

Trick 12: North leads the queen of clubs. East follows suit with a low club. South trumps, since he has only two trumps left. West discards a spade. South's trump is the only trump in this trick and therefore wins the trick. South has the right to lead to the next trick.

Trick 13: South leads the nine of hearts. Since this is the last trump, it automatically wins the trick. The other hands discard three different suits, as it happens, and South's trump wins the trick.

The play has now come to an end. South has won nine of the thirteen tricks. Since his bid of two hearts called for only eight tricks, South has made his contract with an overtrick.

South scores 60 points below the line for bidding and making two hearts. He also scores 30 points above the line for making one extra trick.

SECTION 2

The Object of Bidding

As you learned in the last lesson, your object in contract bridge is to win as many points as possible. As a general rule your chief goal is to win rubbers; for in that way you can usually earn the greatest number of points. But in order to win a rubber, you must first bid and make two games. So you must turn your attention to the more immediate problems of how to bid for game.

During the bidding, you cannot see your partner's hand. Therefore, every bid you make must give your partner some information on how strong your hand is; every bid he makes will give you some information on how much strength *he* has. When each of you knows how strong the other's hand is, you may be able to estimate how many tricks you can win *together*, and therefore how high you should bid. *Every bid is a message.*

Before you can send a message, you must learn to estimate how many tricks your hand alone can win. Then you can tell your partner about it.

How to Judge Your Hand

As you know, there are thirteen tricks altogether. If each player won an equal share of these he would be able to win three tricks. What about the thirteenth trick? It stands to reason that the player who wins four tricks, while everyone else wins only three tricks, would have just a tiny bit more strength than any other player.

Does that give you a clue? Suppose you are the player who wins

four tricks. Naturally you have a partner, and he wins three tricks. How many tricks does that make together? The answer, of course, is seven.

Therefore, before you are strong enough to make a bid of one, you should have a hand which will probably win four tricks.

Of course, sometimes you will have a hand that will win more than four tricks; sometimes your partner will have more than the three tricks you expect him to have. In this case, each of you can show the extra strength by making further bids until finally, if you are strong enough, you reach a game contract, which requires 9, 10 or 11 tricks.

As you have found in your practice on the Autobridge board, some tricks are won by high cards; some tricks are won by low trump cards. If you can name your own best suit as trump, you will have plenty of those little trump cards to win tricks with. If your opponents name their best suit as trump, those little cards of your best suit will be trumped and you cannot win tricks with them.

You can usually win more tricks if you play the hand with *your own* best suit as trump, than if your opponents play the hand with *their* best suit as trump.

Of course, even if the opponents win the contract and name their suit as trump, you can probably win tricks with your *high* cards. The first or second time a suit is led, if you have the highest cards in that suit, you can win tricks with them. But after that, perhaps one or the other of your opponents will be out of the suit and can capture your high cards with his little trumps.

The Point Count

To make the right bid, you must know what your hand is worth. Most experts use the "point count" to value their hands.

High Cards

Each ace = 4 points
Each king = 3 points
Each queen = 2 points
Each jack = 1 point

Short Suits

Each void suit = 3 points
(no cards in a suit)
Each singleton = 2 points
(one card in a suit)
Each doubleton = 1 point
(two cards in a suit)

For example: ♠A753 ♥KJ94 ♦AQ72 ♣5. Count 4 points for the ace of spades; 3 for the king of hearts, and 1 for the jack of hearts; 4 for the ace of diamonds, and 2 for the queen of diamonds; and 2 for the singleton in clubs. The total count of the hand is 16 points.

Important Numbers

Opening Bid = 14 points
(all in your own hand)
Game = 26 points
(between you and partner)
Small Slam = 33 points
(between you and partner)
Grand Slam = 37 points
(between you and partner)
Entire Deck = 40 points
(in all four hands)

Biddable Suits

No trump suit can be called "long" unless it consists of four or more cards. If you have only three trumps, some other player is bound to have four or more. Hence you should not bid a suit unless you have four or more cards in that suit. (Experts sometimes break this rule by bidding a 3-card club suit, but a beginner should not deviate from the rule. This may make the bidding awkward on a few hands, but at least you will always be on solid ground).

Although the vital thing about a trump suit is its length, its strength is also important. If you name a trump suit you want to have not merely as many trumps but also higher trumps than some other player. If you have, for example, J832 and some other player has KQ95, he has no more trumps than you but he has stronger trumps because his trump cards are higher than yours. Obviously it cannot be sensible to name someone else's strong suit as trump.

It follows, therefore, that in addition to holding at least four cards in the suit you name as trump, you must also have a certain number of the high cards in that suit. Considering only the four highest cards in the suit – the ace, king, queen, and jack – you would be fairly safe if you had two of them. There would remain only two high cards to be divided up among the other three players. In all probability, no single player would get both of them. Then you would have two high cards in the suit and no other player would have more than one high card.

This gives us our rule for the minimum biddable trump suit. You should have four cards in the suit and they should include two of the four top cards.

If you are lucky enough to hold five cards in a suit, you do not need quite so much in high card strength. You are safe if your five cards include at least one of the three top trumps.

After you have become an experienced player, you may relax this strict rule. You may then bid any four-card suit headed by 3 points or more.

For example:

A 8 7 4
K 7 5 3
Q J 3 2

Any 5-card suit may be considered biddable, even five very small cards.

Trump Support

A suit such as Q J 3 2 is not very strong and such a suit should be bid only as a start. That is, you make your bid with no idea of going higher in that suit unless your partner shows that he also has both length and strength in your suit. You will learn later on that your partner will not show enthusiasm for your suit unless he holds four trumps or three trumps which include ace, king, or queen.

Now you can see that such a system of bidding and supporting is safe. If you never bid a suit which is weaker than Q J x x (don't forget that "x" means a card lower than the ten) and your partner never supports you (that is, increases the contract in the same suit) without

or some such holding as Qxx, K x x, or A x x, you will always have a safe majority of the trumps. For example, if your bid is made on Q J x x and your partner increases the contract when he holds K x x, you have seven of the thirteen trumps and three of the four top cards. This is a fairly safe trump suit. Even if your partner's raise was made with x x x x, you still have two of the four high cards and eight trumps, while the opponents have only five trumps.

Sometimes you will have a much stronger trump suit than any of the minimum values we have been discussing. It stands to reason that the stronger your own trumps, the less you need from partner in support. You show that your own trump suit is fairly strong by bidding it a second time when your next turn to bid comes. This is called *rebidding* a suit.

The weakest suit you should rebid is a five-card suit as good as Q J x x x. It is better to have at least as strong a five-card suit as Q J 10 x x or A K x x x to rebid it—unless, of course, your partner has shown by raising, that he can support your suit.

If you are fortunate enough to pick up six cards of one suit, you may consider it rebiddable even if you haven't a single high card. The added length makes it a safe trump suit, since the opponents can have so few trumps between them.

When To Open The Bidding

Now you are ready to make an opening bid. You are going to bid one of a suit and let us see what you will need for such an important step.

Open the bidding with one in a biddable suit when your hand is worth 14 points or more.

For example:

♠–Q x x x	2
♥–A Q x x	6
♦–x	2
♣–K J x x	4
Total	14

Bid one club

Open a hand worth 13 points only when the hand contains 2 or more Quick Tricks and a rebiddable suit or a second biddable suit.

Quick Trick Table

Ace = 1
Ace-king = 2
Ace-queen = 1½
King-queen = 1
King-x = ½

For example:

♠–x x	1
♥–K Q J x x	6
♦–A x x	4
♣–Q x x	2
Total	13

Bid one heart. You have 2 Quick Tricks (♥ K-Q and ♦ A) and your heart suit is rebiddable.

Choice of Suits

When you have more than one biddable suit, you usually pick one of them for your opening bid.

In most cases, you will pick the longer suit. If they are equal in length, you will usually start by bidding the higher suit.

There are a few special cases:

With four cards in spades and clubs, or with five cards in spades and clubs, bid the clubs first. You will usually be able to bid one spade at your next turn, and thus

you will show both suits without getting very high.

With two other 4-card suits, bid the higher suit if they are *touching* – spades-hearts, hearts-diamonds, or diamonds-clubs. In the other cases—spades-diamonds and hearts-clubs, bid the lower suit first.

With three four-card suits, begin by bidding a low suit – diamonds or clubs. The only exception occurs when your singleton is in spades. In this case, bid one heart.

Actual Play

It is impossible to learn to swim without getting into the water, or to learn to play bridge without ever sitting down to play in an actual game. Autobridge will help you, but it is still advisable for you to play in a real game from time to time.

When you do so, avoid the kind of behavior that may spoil the enjoyment of the other players. It is all right to state that you are a beginner. Do so at the beginning of the game. Then forget about it. Everybody was a beginner at one time, and the other players will be sympathetic and helpful if you don't act too helpless.

Don't apologize for your bids or your plays. Nothing is more irritating than the sort of player who says nervously that he always makes the wrong bid and is sure that he will make the wrong bid now; and then, after bidding, spends another minute telling the other players how sure he is that he has made a mistake. Make your bid or your play without undue hesitation, and say nothing about it.

Don't Hesitate

Try to bid as these lessons instruct you. But make your mind up in advance to make each bid or to pass reasonably quickly. The other players will appreciate it if you try to think a little about each bid, but they will wish themselves a thousand miles away if you go into a long huddle over everything you do.

The same thing is true of the play of the cards. Don't agonize over each play. You are bound to make mistakes, whatever you do. If you make your mistakes reasonably quickly, everybody (including you) will like the game better.

This does not mean that you have to play as though there were some special prize for speed. Just watch the pace of the other players and try to bid and play at about the same speed that they do.

You may think that this is poor advice to give to a player who wishes to learn. But if you have played no bridge at all, or practically no bridge, *any* actual playing experience is helpful.

You can do much of your thinking away from the table. Although you will probably never see exactly the same hand twice in a lifetime of bridge, you will often see familar situations. If you learn how to handle the situations which occur most often, you will be ready for them. Then you won't have to think particularly hard when they occur in actual play; the thinking you have done away from the table will enable you to play quickly and successfully in your actual game.

The Finesse

One of the most important of all plays is known as the *finesse.*

Example 1

NORTH
♠ 6 3

WEST ♠ 5 4 — EAST ♠ K 2

SOUTH
♠ A Q

Assume that it is North's turn to lead. He leads either of the small spades. East has a choice: he may play the king or the deuce (card players often call a two-spot a deuce). The important point is that he must play before South plays.

Now let us see why that is important. If East plays the king, South will play the ace. Thus, both the ace and king will fall on the same trick; and the queen will be the highest card left. Therefore South will win the next trick with the queen in addition to winning the first trick with the ace.

What happens if East decides to play the deuce on the first trick? Once East has played the deuce, South will play the queen. Then it will be West's turn to play. He cannot borrow the king from his partner to win the trick. Nor can East take back the deuce he has already played. Therefore, South's queen will win that first trick. And, naturally, South's ace is still good for the next trick.

Here we have the finesse in its simplest form. South has managed to win a trick with a low card (the queen) because he was in position to play after the player who held a high card (the king).

Example 2

NORTH
♠ 6 3

WEST ♠ K 2 — EAST ♠ 5 4

SOUTH
♠ A Q

Just as before, North leads one of the low spades. East plays low, and now South cannot win a trick with his queen. If South plays the queen at once, West will pounce on it with his king, winning that trick. And if South wins the first trick with the ace (instead of playing the queen), West will play his deuce. That will leave the king still in West's hand, ready to take the second trick.

Do you see what a great difference is caused just by shifting the cards around? South's cards are the same in both examples, but in one case they are good for two tricks and in the other case they win only one trick.

Example 3

NORTH
♠ 6 3

WEST ♠ 10 9 — EAST ♠ A 4

SOUTH
♠ K 2

Example 4

NORTH
♠ 6 3

WEST ♠ A 4 — EAST ♠ 10 9

SOUTH
♠ K 2

Suppose that North leads a spade in each of the two examples. In Example 3, South is sure to win a trick with his king. If East plays the ace, South follows

suit with the 2; then his king will win a trick the next time the suit is led. And if East plays the 4, South plays the king and wins the trick.

In Example 4, South cannot win a trick with his king. Do you see why? North leads a spade, East plays the 9, and nothing does South any good. If he plays the king, West will win the trick with the ace; and if South plays the 2, West will play the 4 and let his partner's 9 win the first trick.

This is the same principle we found in the case of the ace-queen. Half of the time, the player at your right has the ace and then your king will win a trick. The other half of the time, the player at your left has the ace and then your king is worthless.

Example 5

NORTH
♠ A 3

WEST ♠ K 2 — EAST ♠ 5 4

SOUTH
♠ Q J

You lead the queen. If West plays the king, your partner will win the trick with the ace. Then your jack will be able to win the second trick of the suit. And if West does not play the king, your queen will win the first trick of the suit and your partner will still have his ace.

Of course, you must also look at the other side of the picture. If East had the king instead of West, your finesse would not work. The same thing is true of all finesses. Half the time they will succeed and half the time they will fail.

Entries

Whenever you win a trick, you enter your hand. The card that wins the trick is called an *entry*. Some entries are unimportant; and others are very important.

When you win a trick in your own hand, you may wish to enter dummy in order to win tricks with some of dummy's high cards. You cannot do so unless dummy has at least one entry. Similarly, if you win a trick in dummy, you will be unable to make your own winning cards unless you have at least one entry to your own hand.

Entries are essential also when you want to finesse. When you hold ace-queen of a suit, you will sometimes gain a trick by playing the queen on the first trick—provided that some other player has led the suit. If you lead the suit yourself, it will do you no good to lead the queen. No matter which opponent has the king, he will be able to play it and win the trick.

But if you lead the suit from the dummy, you have a chance to watch the play of the person who plays second. If he plays a low card, you can play the queen; and if he plays the king, you will play the ace at once.

You would have the same chance if one of the opponents led the suit. But you cannot depend on your opponents to make leads that are favorable to you. They may prefer to make leads that are favorable to themselves. So you must be ready to lead from dummy when you want to finesse in your own hand; or to lead from your own hand when you want to finesse in dummy. In either case, the hand that does

the leading must have the right to lead—or, in other words, there must be an entry to that hand.

Some hands contain no entries at all. If you play bridge long enough, you will have your share of pitifully weak hands which cannot possibly win any trick. But most hands contain at least one or two cards that can win tricks if enough care is exercised.

The important thing is to note in advance how many times you want to lead from dummy and to use each entry to dummy for a good purpose.

There will be much comment on the proper use of entries in the deals. Note it carefully, and you will be able to apply it without too much difficulty when you play in an actual game.

SECTION 3

Keeping The Bidding Open

When an opening bid has been made, the bidding (or auction) continues until three players in succession pass.

If your partner has made the opening bid and the opponent who speaks next decides to pass, it is now up to you. If you pass and your other opponent passes, the bidding will end then and there.

It will be too late for your partner to say, "Hold on a minute. I have a very good hand and would like to get to game." Whether he likes it or not, his opening bid of one in a suit will be the final contract.

Of course, you would not let this happen if you had a very strong hand of your own. In that case, you would know that your own points added to your partner's minimum of 13 would be enough for game. If you had about 13 points, you would know that a game could be made (13 plus 13 equal 26) and you would bid. If you had less than 13 points, however, you would not be quite so sure that a game could be made and you might reasonably wonder whether or not to make a bid.

Whenever your partner has made an opening bid and the next player has passed, keep the bidding open (by making a response) with *6 points or more.* You may count high cards plus short suits if you are responding in a suit, but count only high cards if you respond in notrump.

Adequate Trump Support

The choice of the final trump suit does not depend entirely on the length of that suit in the hand of the player who first bids it. The important consideration is that the two partners who choose that trump suit shall together be stronger in that suit than their opponents.

A strong trump suit is one in which your side has greater length than the opponents. High cards are not as important except when the opponents have almost as many trumps as your side.

Since the total length of a suit is 13 cards, your side has a majority when you have 7 trumps. This is too slim an advantage ordinarily. If the opponents can lead a suit which the declarer must trump, his trump length in the combined hands is reduced to 6 cards. Now his advantage is gone, for the opponents hold as many trumps as he does.

But if the declarer's side has just one additional trump, he is very much safer. Now declarer's side has 8 trumps while the opponents have only 5. This is the lowest *safe* majority of trumps. Although occassionally low contracts may be played in a suit with a combined length of 7 cards, the object of two partners should be to find a trump suit in which the combined length is 8 cards. When this cannot be done and the high cards nevertheless justify a high bid, the final contract should generally be in notrump rather than in a suit.

The opening bid is often made in a suit of only four cards. The responding hand (the opening bidder's partner) should, when possible, avoid raising (increasing the contract in the same suit) unless he also has four trumps. Only when he holds one or more of the highest trump cards may he support his partner's suit with only three trumps. These should be at least J 10 x, Q x x, K x x, or A x x.

When the opening bidder, without having been raised by his partner, bids his suit a second time, he shows a rebiddable suit. You have learned that a rebiddable suit is a five-card suit headed by at least Q-J (although a five-card suit headed by *three* honors is preferable). Also, any six-card suit is rebiddable. Adequate trump support for a rebiddable suit consists of any three small cards or some such two-card holding as Q x, K x, or A x. In other words, the more trumps your partner has the less *you* need to be assured of a safe majority of the trumps.

You should never raise your partner's bid without enough trump support. When your hand is strong enough for a bid but does not contain adequate trump support, look around for some other type of bid.

Adequate trump support alone does not justify a raise. The player who raises must in addition be able to win a few tricks. (But regardless of how many tricks he may expect to win, he must not raise without adequate trump support.)

Raising

A single raise is a bid of two in the suit in which your partner has bid one. To give a single raise you need:

Adequate trump support and 7 to 10 points. Count high cards and short suits for this purpose.

The stronger your hand, the better you like it, of course; but you would not make a simple raise with a really strong hand. This point will be more fully explained later on.

The object of raising with so weak a hand is chiefly to keep the bidding open. You want to give your partner another chance to bid because he may have a hand that is good enough for game even with the meager help you can provide.

Free Raises

As we have seen, it pays to keep the bidding open. So when your partner opens the bidding and the next player passes, you strain to find some response. That strain is unnecessary, however, if your partner's opening bid is followed by a bid made by the next player.

The effect of your opponent's bid is very simple. It guarantees your partner another chance to bid even if you and the next player both pass. That will make only two passes, and the bidding does not end until there have been *three* consecutive passes.

Once the strain has been removed, there is no need for you to raise on *minimum* values. Holding only 7 or 8 points, you should *pass* over an opponent's bid. Then your partner will know that you have a weak hand (you would have made some bid if you had a strong hand), and he will not count on you for very much.

If you do raise, however, in such a situation, it follows that you must have *top* value for a raise. That value is:

9 or 10 points, sometimes even 11 points, with trump support.

What do you do when you happen to hold 9 or 10 points and the intervening player is not obliging enough to bid? You still make your single raise. Your partner knows that you may have very little, but he also knows that perhaps you were ready to raise even if the intervening player had bid. And if your partner needs to know which type of hand you have, he will have ways of finding out. Those ways will be described in a later lesson.

Double Raise

A raise of partner's opening one-bid to *three* in the same suit is called a *double raise.* It is a very strong bid and carries this message: "Partner, don't worry about our trump suit. It is perfectly satisfactory for game purposes. We are sure to have a safe majority of the trumps. In addition, my hand is so strong that I insist on a game contract. I could have bid game immediately but I preferred to give you the same message at a lower level. In this way we have a chance to play the hand at notrump if you think it wise to do so. Furthermore, if your hand is very powerful instead of just a minimum, we may be able to bid and make a slam."

Naturally you must have a very good hand for such a bid. If you are willing to guarantee game you must be able to furnish about 13 points of your own because you should not count on your partner's opening bid for more than 13 points. The double raise shows 13 to 16 points, with good 4-card trump support.

No matter how strong your hand, you should not give partner a double raise without *four* cards in his suit. Even if you have A K x in his suit, you will probably be able to find a better response than a double raise.

Triple Raises

It might seem logical that if a raise to three shows considerable strength, a raise to *four* should show even more. This is not the case, however. The raise from one to four, curiously enough shows a hand that is strong and weak at the same time.

The triple raise is a shut-out bid. It carries this message: "Partner, I have lots of your trumps and even if your bid was made on a very weak four-card suit, our trump suit is still very powerful. In addition, I expect to win tricks because I have a short suit. My hand is very weak defensively, but it is a very strong hand if you are declarer at our chosen trump suit. I am not at all interested in a slam and my only object in bidding so high is to shut out the opponents."

The requirements for the triple raise are:

At least five trumps, and a singleton or a void suit. The entire hand must not contain more than 9 points in high cards.

Simple Takeouts

We come next to another situation which very often occurs when your partner has opened the bidding. You have enough strength to respond but do not have adequate trump support and therefore cannot raise. In that case, you should bid some suit of your own whenever possible. But you will see that there is a difference between what you need for a bid of one, and what you need for a bid of two. (A bid of a new suit is called a *takeout.*)

A response in a new suit *at the level of one* (that is, a bid which still promises to take only seven tricks) does not increase the contract but merely changes the suit. No great amount of strength is required for such a response. Your partner has already promised to take seven tricks and you need concern yourself only with making sure that the best trump suit is chosen for this task.

When you increase the contract, however, from a bid of one to a bid of two, you are promising to take *eight* tricks instead of merely seven. This should show not merely a desire to improve the trump suit but should also be a forward-looking bid and therefore based on real strength. If your partner's opening bid is one spade and you wish to bid your own suit, you are obliged to bid at least *two* in your suit if you are going to bid at all. That is because your suit must be lower ranking than his. If, however, your suit is higher ranking than your partner's you are able to bid one of your suit. Now let us go on to the requirements for responding in your own suit when your partner has opened the bidding.

Bid one in your own higher-ranking suit when you have *6 points,* or more, counting high cards and distribution.

When you raise the level from one to two, that is when your suit is lower-ranking than your partner's, you should have *at least 10 points.*

There are cases in which you bid your suit even though you have adequate trump support and could thus afford to raise your partner's suit. This occurs when your hand is not quite worth a double raise but is worth more than a single raise. Then you bid your own suit, intending to raise your partner's suit at your next opportunity.

It would be just too bad for you if your partner passed and you never got a chance to raise his suit. But this cannot happen because of what is known as the *forcing principle.*

The Forcing Principle

Whenever a player knows that he and his partner have about 26 points, he should expect that his side will be able to make a game at some suit or at notrump. He should have some way of indicating this fact to his partner without bidding game immediately.

The reason a player may not wish to bid game *at once* is that he may not be quite sure at which suit the game should be played or whether it should be played at notrump. For this reason certain bids are known as *"forcing bids"* and their effect is to oblige each of the two partners to keep the bidding open until some game contract is reached.

Now, remember that keeping the bidding open means merely making sure that it does not stop. If the opponents do not bid, each partner must make some bid at each turn, until a game contract is reached. If one of the opponents bids, however, the player who speaks next may pass, since his partner is assured another chance to bid. (If the opponents bid too high, it may be more profitable to double for penalties instead of bidding for game.)

The bids that are *forcing to game* will be discussed in their proper time in this and other sets of lessons. The only bid you have met thus far that is forcing to game is the double raise. You may remember that part of the message conveyed by this bid is that the player insists on a game contract.

Just as there are bids that are *forcing to game,* so there are bids that are *forcing for one round* of bidding. These bids really mean to say, "Partner, I am not able to describe my entire hand in just one bid. Make sure that I get another chance to bid."

When partner has opened the bidding with a bid of one in a suit and you respond with any bid in a new suit, your bid is forcing for one round. If the next player passes, your partner must make some bid to make sure that you get another chance. If the opponent at your left bids, you are sure of another chance even without your partner's assistance.

Now you see why you can afford to bid your own suit even when you are able to raise partner's suit. You are sure of another chance to bid. Look at these examples and you will see how these bids work.

SOUTH	WEST	NORTH	EAST
1 ♠	Pass	2 ♠	Pass

North's bid is not forcing for one round. He has not bid a *new* suit.

SOUTH	WEST	NORTH	EAST
1 ♠	Pass	2 ♣	2 ♦

North's bid is forcing for one round. South may pass, however, since East's bid assures North another chance to bid. Even if South and West both pass, North will still get another chance.

SOUTH	WEST	NORTH	EAST
1 ♥	Pass	1 ♠	Pass

Once again North's bid is forcing for one round. Now South must make some bid, for otherwise North may not get another chance to bid. If South passes and West also passes, the bidding will end.

Choice

Whenever you have a choice between raising your partner's

suit and bidding your own, you can make this choice in a very simple way.

If your partner's suit is a minor, bid your own suit. If your own suit happens to be a major, you may find it easier to make game in that major suit. (Remember that only ten tricks in a major suit are needed for game; eleven, in a minor.) Even if your own suit happens to be the other minor, your bid may assist partner in reaching a more desirable contract at notrump.

If partner's suit is a major and your hand is about a minimum for a raise, raise his suit and forget about your own. If your hand is, however, about in the middle between the requirements for a free raise and the requirements for a double raise, then you should bid your own suit. Later on, you will raise your partner's suit and partner will understand from the fact that you made *two* bids instead of only one that you have *more than 10 points.*

Forcing Takeouts

When your partner has opened the bidding, you will sometimes have a hand so strong that you can tell him at once that a game can be made in the combined hands. You do this by bidding one more than necessary in your own suit. Thus over a bid of one spade, you would bid *three* of any other suit; two would be enough for a *simple takeout.* Similarly, if partner's bid is one club, a response of *two* in any new suit would be forcing to game. These are called *jump takeouts.*

What should a player hold in order to make a jump takeout? The general requirement is 19 points. This may be reduced slightly when you have very good support for partner's suit or a very strong suit of your own.

The jump takeout is used to suggest that the partnership may be able to make a slam even if the opening bidder has only a minimum opening bid. The responder's 19 points plus the opener's 14 points will add up to the 33 points usually needed for a slam.

Notrump Takeouts

What should you do when you have strength enough to respond, but neither adequate trump support nor a biddable suit of your own? You should bid notrump. If your partner has bid one in a suit and you have 6 to 10 points but no biddable suit that you can show at the level of one, you should bid one notrump. This is called a *negative response.*

When a player holds 13 to 15 points and has no suit of his own to bid and not enough trumps for a raise of partner's suit, he should bid *two* notrump. This bid is forcing to game. It shows, furthermore, a hand containing no short suit and guarantees a high card in each of the three unbid suits.

With 16 or 17 points, you may respond with a bid of three notrump. For this response, however, you should have a hand with 4 cards in one suit and with 3 cards in each remaining suit. Furthermore, you must have at least one high card in each of the three unbid suits. Avoid making this bid with more than 17 points.

The Pass

And now we come to the last of the responses that it is possible to make when your partner has

opened the bidding. When you have a very weak hand, there is only one thing to do—PASS. In general, any bid you make should show some strength. *A pass is the best way of showing no strength.*

A pass to your partner's opening bid shows that you have less than 6 points and not even the little strength you need for a courtesy raise.

What You Have Learned

Shaded Raise:
7 to 10 points with J 10 x, Q x x, or better in trumps.

Free Raise:
9 to 11 points with trump support.

Double Raise:
13 to 16 points with four good trumps.

Triple Raise:
Five or more trumps and a singleton or void suit – but no more than 9 points in high cards.

Simple Takeout at the Level of One:
A biddable suit in a hand containing 6 points or more.

Simple Takeout at the Level of Two:
A rebiddable suit in a hand containing 10 points or more.

Jump Takeout:
A biddable suit in a hand containing 19 points or more.

Response of One Notrump:
6 to 10 points.

Response of Two Notrump:
13 to 15 points including one or more high cards in all unbid suits.

Response of Three Notrump:
16-17 points with no suit of less than three cards in length, and with one or more high cards in each of the unbid suits.

Drawing Trumps

In most of the hands you play at a trump contract, your first problem is whether or not to draw trumps. You must decide whether it is better to lead trumps, thus exhausting the trumps held by the two opponents, or whether it is better to ignore the trumps and begin on some side suit.

The first few times you play bridge, you will have so many things to think about that you will get along better by just forgetting about this problem. Just draw trumps whenever you are the declarer at a trump contract. That will usually be the correct play.

About one-third of the time, it will be incorrect to draw trumps. Don't get the impression that there is some self-satisfied critic who says that this play is "correct" and that some other play is "incorrect." About one-third of the time it will cost you one or more tricks if you draw trumps.

Naturally, you will not stay an absolute beginner for long, and you will want to make the winning play on three-thirds of your hands instead of only two-thirds. In this Instruction Series you will find many hands on which it is correct to draw trumps, and a good number on which it is incorrect to draw them. The reasons are given in each case.

If you try to remember all these reasons at the very outset of your career as a bridge player, you will come a cropper. Learn

one principle thoroughly, and apply it in a game or two. When you feel that you don't have to think very hard about it any more, learn the next principle. And so on, until after a few sessions at the bridge table (and an hour or two with the Autobridge Board) you will know just when to draw trumps and when not to do so.

First Principle

Do not draw trumps when dummy is short in some side suit.

When dummy has only one or two cards (or no cards at all) in a non-trump suit, you can lead cards of that suit from your own hand and trump them in dummy. That will prevent the opponents from winning tricks with their high cards in that suit. But if you draw trumps, dummy will have to give up its trumps, and then there will be no trumps left to ruff your losing cards.

Once in a while you will discover that dummy has more trumps than you will need for ruffing. In those cases, it is all right to draw the excess trumps. But make sure that you don't draw too many trumps; and that you don't give the opponents a chance to draw one trump too many from the dummy.

This principle will hold you for quite a while. Draw trumps on all hands *except when dummy has a short side suit.*

Second Principle

Do not draw trumps when that will deprive dummy of a high trump which will be needed as an entry later on.

That is not an easy rule to understand, but you will not be an absolute beginner by the time you want to apply it. You have already learned that cards that win tricks are also entries. Now you must learn that there is often only one right time to use an entry. If you use up your entry too early, it has no particular value.

For example, suppose dummy has K-Q-J of some suit and that you hold only one card in that suit. You lead your one card, and the opponents take their ace. Now dummy has used the jack to force out the ace, but has the king and queen left. Those cards are ready to win tricks if you can ever get to them.

That's when you need your entry—*after* the opponents have taken their ace. If dummy has only one entry, and that card is used up *before* the K-Q-J suit is established, you will never be able to use the established king and queen. Your haste will therefore cost you those two tricks.

If dummy's only entry is in the trump suit, and if it will be more useful later on, be sure not to draw it too early.

Now you have two principles to follow on drawing trumps. Draw trumps on all hands except (a) when dummy has a short side suit; and (b) when dummy has a trump entry which can be more useful later on.

Third Principle

Do not draw trumps when the trumps are needed for communication between the two hands.

This is a rather fine point, but if you are ready for this rule, you surely have a little experience under your belt. In some deals, you do not want to lead any side suit from your own hand

because it will be more advantageous to lead those suits from the dummy. In those cases, it is often good play to lead a trump to dummy and return some side suit instead of another trump. When that play has been completed, you may want to lead another trump to dummy in order to return another card of a side suit. And so on.

Sometimes it works the other way. You may want to lead side suits from your hand, but not from the dummy. In such cases, it is often sound play to lead one side suit first. If dummy wins the trick you can return a trump from dummy—not so much with the purpose of drawing trumps as with the purpose of returning to your own hand without embarrassment. After you have won the trump trick, you do not draw another trump. Instead you lead a side suit card once more towards dummy; and return from dummy with a trump as before.

So now you have *three* principles to help you decide when to draw trumps. Draw trumps on all hands except when (a) dummy has a short side suit; (b) dummy has a trump entry which can be more useful later on; and (c) trumps are needed for communication between the combined hands.

You will find these principles illustrated in the lesson hands of the Autobridge Instruction Series. Be sure to read the comments on each hand. Most of the instruction on the play of the cards is given in the comment on the deals. Naturally, not every point can be explained on each hand. But if you read the comments carefully, you will learn something new with each hand; and by the time you have reached the last hand, you will be able to go over the first few hands again and see the reasons for some of the plays that were not fully explained at the time.

SECTION 4

An opening bid of 1 notrump shows:

- 16 to 18 points, counting high cards only.
- Stoppers in at least three suits.
- Balanced distribution.

Some of these expressions are new. We'll see what they mean.

Stoppers

Before you ask what stoppers are, think for a moment of declarer's greatest risk when the contract is notrump. His greatest danger is that one of the opponents will lead some long suit and win all, or nearly all, of the tricks in that suit. Since declarer cannot trump (remember that there is no trump suit), all he can do is sit by idly and wait for his opponents to come to the end of the suit. When that happens, declarer is almost always defeated and loses points instead of winning them.

There is one sure way to prevent an opponent from running his long suit. That way is to win a trick in that suit. Then *you* have the lead instead of your

opponent. As long as your opponent does not have the right to lead you are safe.

Any card that will win a trick in a suit is called a *stopper*. Stoppers are very important at notrump. Look for them all the time even when you just *think* about bidding notrump.

The next logical question is: "What cards give you a stopper?" An *ace* is a sure stopper; for when an opponent leads the suit you can win a trick with your ace and stop the run of the suit.

With the *king* and one or more small cards of a suit, you have a sure stopper if the suit is led by your left-hand opponent. Then you will be the last player to play to the trick.

If no one has played the ace, you can win the trick with your king; and if the ace has been played you can follow suit with your small card and win a later trick with your king. Even if the opponent on your right leads the suit, your king may still win a trick. So you see that you may count a *guarded* king as a pretty sure stopper. (Remember that a "guard" is a small card that protects your high card and enables you to follow suit and still keep your high card until it is ready to win a trick.)

Another example of a stopper is Q-J-x. The opponents may take the ace and king, but then your queen will win a trick and stop the suit. J-10-x-x is another example. The opponents may take the ace, king, and queen, but then your jack will win a trick. Even Q-10-x may be considered a stopper because it will very often win a trick when the opponents lead the suit.

Another thing you want to remember about stoppers is that some may be divided between the partnership hands. If you have Q-x-x and your partner has J-x, you have a sure stopper. You may not win a trick in the suit if you lead it yourself; but if the opponents lead the suit, you will win a trick with one of the honors.

Take the case of Q-10-x. We said before that it will very often win a trick. If your partner has K-x, and the opponents lead the suit, you will almost always win not only your queen, but also your partner's king or your own ten.

For that reason, scattered honor-cards (cards higher than the nine of any suit) are valuable at notrump. You never can tell when they are going to furnish just the extra trick you need.

Distribution

Distribution means *the way your cards are scattered (or distributed) in the four suits*. For example, you might have four cards of one suit and three cards of each other suit; then your distribution would be 4-3-3-3. Or you might have two five-card suits and three cards of another suit; your distribution would then be 5-5-3.

A long suit is a good thing to have. After all the high cards in the suit have been played, you may be able to win tricks with the remaining cards of the suit — once you gain the lead.

A short suit is a good thing to have if the hand is being played with a trump suit (not at notrump). After you have played

the one or two cards that you hold in your short suit, you can begin to win tricks by trumping when that suit is led.

Whenever you have a very short suit (a singleton or a void) you should try to play the hand at a trump suit rather than at notrump.

Notrump Distribution

For that reason we have another requirement for bids of notrump, in addition to points and stoppers. That is: no dangerous short suit.

A hand that has no dangerous short suit is called a *balanced* hand; a hand with a singleton or a void is called an *unbalanced* hand.

Don't make the mistake of bidding notrump with a singleton in your hand—even if that singleton is the ace. After your opponents force you to play the ace, they may be able to win a number of tricks in that suit. But if you were playing the contract at a suit declaration and you had a sufficient number of trumps, they could not win any tricks in such a suit.

It is all right to bid notrump with a doubleton provided that it is not a dangerous doubleton. If you have only two cards in a suit, there are eleven cards to be divided among three other players. The chances are that one of the opponents will have a lot of those eleven cards and you will then need a stopper in the suit. So if you have K-x, or some stronger holding, you may bid notrump in spite of the doubleton, for then you will have a stopper in the suit.

Usually you will bid one notrump with what is called "notrump distribution." That is, four cards of one suit and three cards of each other suit. That sort of distribution is the worst you can have. There are no long suits and no short suits. The only reason you bid notrump is that such distribution is perfectly useless at trump play. Such a hand will generally produce as many tricks at notrump as at a suit because it has no short suits which may be ruffed.

Do not hesitate to bid one notrump when you have a five-card suit and no dangerous doubleton. Then your distribution will be 5-3-3-2 and your doubleton will be at least as strong as K-x.

Another type of balanced hand is 4-4-3-2. That means that you have four cards in two different suits, three cards in another suit and a doubleton in the fourth suit. Remember that you must hold at least the king of that doubleton suit to bid one notrump.

To sum up, the following distributions are balanced, and therefore useful for notrump:

4-3-3-3
4-4-3-2
5-3-3-2

Responding to 1 Notrump

Now imagine that your partner has read all of this and that he has opened the bidding with one notrump. What are you going to bid with your hand?

The answer depends, as usual, partly on your strength and partly on your distribution. It is up to you to make most of the decisions, because you know al-

most everything about your partner's hand, and he knows nothing about yours.

Your first step is to count your own points. Add them to the points shown by your partner's bid, and see whether you should consider a part score, a game, or a slam.

For example, suppose you have a count of 5 points. Add these to your partner's 16 to 18 points. This tells you that the partnership total must be 21 to 23 points. As you remember, you need about 26 points for game. Therefore this hand is not strong enough for a game. You decide to work towards some reasonable part score contract.

Let's take a stronger example. You have a count of 17 points. Add these to your partner's 16 to 18 points. This tells you that the partnership total must be 33 to 35 points. You know that you need 33 points for a small slam and 37 points for a grand slam. Therefore you work towards a small slam.

In addition to choosing a goal —part score, game, or slam—you must also decide whether to play the hand in notrump or in a suit. This is where you consider your distribution.

If you have a long major suit, you try to make that suit trump. If you have a long minor suit, you will usually try to play the hand at notrump since it is usually easier to make 9 tricks at notrump than 11 tricks at a minor suit. However, you will occasionally prefer the minor suit, especially if your distribution is very unbalanced.

When your distribution is balanced, you try to stay in notrump. The only question then is how high a contract you can afford to play.

Stopping Below Game

You want to stop below game when you have a count of 0 to 7 points. Even when you have the top value of 7 points, the partnership total will be only 23 to 25 points, which is not enough for game.

When you have a weak hand of this sort, the easiest way to stop short of game is to *pass*. Your partner will then play the hand at a contract of 1 NT.

You prefer to play at a part score in a *suit* when you have a long suit, especially if you also have a singleton or void suit elsewhere in the hand. In a case of this sort, bid two of your long suit.

For example, suppose your partner opens with 1 NT. You hold:

♠ J x x x x x ♥ x ♦ x x x ♣ x x x

Bid two spades. If spades are trumps, your hand should win three or four tricks. At notrump, your hand may be completely worthless to your partner. Even if you go down at two spades, you may be better off; your partner would have gone down *more* tricks at one notrump.

Don't worry about getting too high when you bid with so weak a hand. Your partner knows that your bid shows weakness, not strength. He will be very careful about making any further bids.

You don't always have quite so hopeless a hand. You may hold:

♠ Q J x x x ♥ x ♦ K x x x ♣ x x x

Bid two spades. You don't expect to reach a game contract, since you have only 6 points in high cards. However, you expect to be very safe at a contract of two spades.

In the same way, a response of two hearts or two diamonds would show a weak hand. There is something very special about a response of *two clubs*. We'll come to that later on.

Raising to 2 NT

A raise to 2 NT shows that you are not sure whether or not to bid a game. Your bid tells your partner: "Go on to game if you have 17 or 18 points. Pass if you have only 16 points, especially if you have only three suits stopped."

You need a balanced hand and about 8 or 9 points in high cards for the raise to 2 NT.

When you have 8 points, you know that the partnership total will be 26 points only if your partner has a full 18 points for his opening bid of 1 NT. Not all 8-point hands are equally attractive, and you may decide to pass such hands if you don't like them.

For example, you might hold:

♠ x x x ♥ x x x ♦ K Q J ♣ Q x x x

Nobody can complain if you decide to pass this hand. However, it would not be a sin to raise to 2 NT. This is a matter of judgment. If your partner is an expert, and the opponents are only average players, raise to 2 NT. If your partner is a beginner, pass and let him have an easy time at his contract of 1 NT.

It would be different if you changed the hands slightly:

♠ x x ♥ x x x ♦ K Q J x x ♣ Q x x

You should surely raise to 2 NT with this hand. You have not only the 8 points in high cards but also the strong 5-card diamond suit to offer to your partner.

Don't go too far in using your judgment. A single point can make a big difference. Any 9-point hand is too strong to pass. Raise your partner to 2 NT, and let him decide whether to bid on or whether to stop short of game.

As a matter of fact, an expert will often jump to 3 NT with a 9-point hand if he likes the look of it. He would do so, for example, if it contained a strong suit of five or more cards or if it contained a few tens and nines to give it "body."

As a beginner, you don't have to overdo matters. You can wait for a hand of 10 points or more before jumping to 3 NT. When you have gained some experience, however, you can decide whether to bid two or three notrump with 9-point hands.

Bidding Game

As we have seen, you may jump to 3 NT with a 10-point hand of balanced distribution. The same applies to hands of greater strength, up to and including 14-point hands. With hands of 15 points or more you begin to think about slam instead of being satisfied with game.

For example:

♠ K x x ♥ Q x x ♦ K x x x ♣ Q x x

Bid 3 NT. You have 10 points in high cards, and your partner has 16 to 18 points. The partner-

ship total must be 26 to 28 points, which should be enough for game.

If you have a long suit, you may jump to three of your suit instead of bidding 3 NT. Your jump is forcing to game. For example:

♠ K Q J x x ♥ A x x
♦ x x x ♣ x x

Bid three spades. You have 10 points in high cards and therefore know that for notrump purposes the partnership count must be 26 to 28 points. If your partner has good support for spades he will raise you to four spades. Otherwise, he will bid 3 NT. You will be satisfied with either game contract.

Here is a different situation:

♠ K Q J x x ♥ A x x x x
♦ x x ♣ x

Bid three spades. If partner bids 3 NT, you will then bid four hearts. You want to play the hand at a contract of four spades or four hearts, depending on which suit your partner prefers.

Here is a third case:

♠ K Q J x x ♥ A K J x x
♦ A x ♣ x

Bid three spades. You intend to reach a final contract of *six* spades or *six* hearts, depending on which suit your partner prefers. Your partner does not know at first that you have a slam in mind, but he will find out in due time. Your first step is to make a forcing bid in the higher of your two strong suits.

Do not bother with a jump to three diamonds or three clubs if the hand is balanced and only moderately strong. For example:

♠ x x x ♥ x x
♦ K Q J x x ♣ A x x

Bid three notrump, not three diamonds. You are willing to reach game in notrump or in a major suit with a partnership count of 26 points, but you are not willing to bid up to five of a minor suit with the same count. With this hand you expect to reach a final contract of 3 NT, and there is no advantage in bidding the diamonds first. Why tell the opponents that you have a strong diamond suit until you put the hand down as the dummy?

This principle does not apply, however, when you have two long suits. You are then willing to bid up to five of a minor suit instead of three notrump. Nor does the principle apply when you intend to bid a slam; at the slam level there is no difference between the major and the minor suits.

Jump to Game in Major Suit

After partner's opening bid of 1 NT, you jump to game in a major suit when you are not interested in 3 NT or in a slam. For this purpose you need a strong suit of six cards or more, with about 9 to 13 points in high cards.

For example:

♠ K Q J x x x ♥ x ♦ A x x
♣ x x x

Bid four spades. Because of the singleton heart you are unwilling to consider a contract of 3 NT. The spades should be strong enough for game even if partner has only x-x-x or A-x of spades. (He cannot have a worse holding in spades, in view of his opening bid of one notrump.)

You may likewise jump to four of a major suit with a freakish

hand of lesser strength. For example:

♠ x ♥ K J 10 x x x x
♦ Q J x x ♣ x

Bid four hearts. You have only 7 points in high cards, but this will probably be enough for game if partner has the right sort of hand. It is possible for the opponents to take four tricks (which will defeat you) even if your partner has a sound opening bid of 1 NT, but this is unlikely. In the long run you will win more points by bidding game with such hands than by stopping below game.

The Opener's Rebids

You have opened the bidding with one notrump, and your partner has responded. What should you do next?

The first principle is: Don't do very much. You have already announced that you have 16 to 18 points, with stoppers and balanced distribution. You don't have to make any further strong bids; your partner heard you the first time.

If your partner has passed your opening bid, accept his decision. Be satisfied to play the hand at a reasonable contract. If the last player then bids or doubles, stay out of the auction. You have already told your story. Your partner can double an opponent if he has a little strength. If your partner chooses to keep silent, there is no reason for you to speak up.

If your partner has bid two of a suit (spades, hearts, or diamonds), he does not expect to reach a game. He has less than 8 points in high cards, and may have a really terrible hand with only a long suit for his bid. The most you can do is raise his suit to three. Don't dream of making any higher bid than that.

About nine times out of ten you should simply pass your partner at two of his suit. Your only excuse for a raise to three is that you have 18 points and very good support for partner's suit. This may induce your partner to bid a game if he has 6 or 7 points. He can still pass and be safe if he has a really terrible hand.

If your partner has raised to 2 NT, you should pass a 16-point hand with one suit unstopped. You should bid game with 17 or 18 points. You may decide for yourself what to do when you have all suits stopped with 16 points. An expert should bid game, but a beginner should prefer to pass.

If your partner jumps to three of a suit, you must keep bidding until game is reached. Raise partner's suit if you have four trumps or even three to the queen or better. If partner has jumped to three of a minor, you may bid three of a higher suit to show length and strength. (That may be the suit your partner is worried about, and he may then decide to bid three notrump.) If you cannot raise partner's suit or bid a higher suit, bid three notrump.

If partner jumps to three notrump or game in a major suit, pass. He has chosen a game contract, and there is no reason for you to bid again.

The Stayman Convention

We now come to the response of two clubs. Here is the situation:

Opener	Responder
1 NT	2 ♣

The response of two clubs does not promise a club suit. It asks this question: "Partner, do you have a major suit of four or more cards? If so, bid it."

What is the purpose of this peculiar bid?

Responder wants to get to a game, but he isn't sure whether the game should be in notrump or in a major suit. If he had a five-card major suit of his own, he would solve the problem, as we have seen, by jumping to three of that suit. The trouble is that responder has a four-card major suit – perhaps even four cards of *each* major suit.

For example:

♠ A J x x ♥ K Q x x
♦ x x x ♣ x x

Responder bids two clubs to find out about the major suits. If the opener can bid two spades, the responder will raise to four spades; and if the opener can bid two hearts, the responder will raise to four hearts.

What if the opening bidder doesn't have a major suit of four or more cards? He signifies this by bidding two diamonds. Then the responder can go on to game in notrump, knowing that he has not missed a good fit in a major suit.

Sometimes the responder is interested only in one of the major suits.

For example:

♠ A J x x ♥ x x ♦ K Q x x
♣ x x x

Responder bids two clubs. If the opening bidder says two spades, the responder will raise to four spades. If the opening bidder says two diamonds (showing no major suit) or two hearts, the responder will jump to three notrump.

When the opening bidder has both major suits, he bids two spades. If the responder raises spades, the partnership has found the fit. If the responder fails to raise spades, the opening bidder should show his hearts next.

Sometimes the responder isn't quite sure that he wants to reach game. He may have only 8 or 9 points. In this case, he can usually invite a game without insisting on it.

For example:

♠ K J x x ♥ K J x x
♦ x x x ♣ x x

Responder bids two clubs. If the opening bidder says two spades or two hearts, the responder should raise only to *three* of that suit. This allows the opening bidder to stop there instead of going on to game. If the opening bidder has no major suit, he will bid two diamonds. The responder will then say two notrump, and it is still possible for the opening bidder to stop below game.

Opening Bid of 2 NT

The opening bid of 2 NT shows:

- 22 to 24 points, counting high cards only.
- Stoppers in all four suits.
- Balanced distribution.

This is the proper way to show a very strong balanced hand. For example:

♠ A Q x ♥ K Q x x
♦ A K x ♣ A J x

Bid 2 NT. You have 23 points with balanced distribution and all four suits well stopped.

The opening bid of two notrump is very highly invitational, but is not quite forcing to game.

Responding to 2 NT

Raise to 3 NT with balanced distribution and 4 points up to 8 points. (With 9 points or more, the responder should consider a slam.)

Bid a long major suit even with only 2 or 3 points. Game at the major suit should be easier and safer than a contract of 2 NT.

With an expert partner, a response of three clubs is the Stayman Convention. This asks partner to bid a major suit if he has one. (Don't use this bid unless you are sure that your partner understands it.)

Any response to 2 NT is forcing to game. The only way to stop below game is to pass the opening bid of 2 NT.

Opening Bid of 3 NT

The opening bid of 3 NT shows:

- 25 to 27 points, counting high cards only.
- Stoppers in all four suits.
- Balanced distribution.

Responding to 3 NT

Pass unless you are thinking of a slam.

Raise to 6 NT, with 8 points or 9 points. Raise to 7 NT with 12 points or more. (With 10 or 11 points, take your choice. The small slam is safer.)

Bid four in a long major suit with 3 or 4 points and unbalanced distribution. This is a mild slam suggestion. Jump to five or six of a long suit with 5 or 6 points and unbalanced distribution.

In-Between Values

As we have seen, you bid 1 NT with 16 to 18 points; and you bid 2 NT with 22 to 24 points.

What should you do with 19 to 21 points?

Open the bidding with one of a suit, preferably one of a minor. (This makes it easier for partner to find a convenient response.) At your next turn, make a jump bid in notrump.

You will jump to 2 NT with 19 or 20 points; to 3 NT, with 21 points.

Opening Bid of Two in a Suit

Sometimes you will be dealt a hand so strong that you can almost surely make a game even if your partner's hand is very weak. You would be afraid to open the bidding with a bid of one in a suit; for then your partner might have poor cards and pass and so you would miss a game. As you know, it pays to bid a game when you can make one.

For that reason there is a "special" bid which carries this message: "Partner, my hand is so very strong that I want to have the bidding kept open until a game is reached. Even if your hand does not contain a single high card, make sure that the bidding does not end until a game is reached. I will do likewise, for my bid is just as forcing to me as it is to you."

That "special" bid is an opening bid of two in a suit. Don't make the mistake of thinking that a bid of three would show an even stronger hand. Only an opening bid of two in a suit shows the very powerful type of hand just described. You have

already seen how a bid of exactly one more than necessary is the strongest bid that can be made by the opening bidder's partner. Now you see that the same thing is true of the opening bidder himself; his opening bid of two is exactly one more than necessary to open the bidding.

Now you might ask, "Well, Professor, if I have enough strength to make a game, why shouldn't I bid the game right away? Why should I beat around the bush by bidding only two in a suit?"

That is a good question, but there are good reasons for bidding only two in a suit even when you are sure that you can make a game.

Sometimes you will not be quite sure in which suit the hand should be played. If you have two strong suits, one suit may make a better trump than the other. That will depend on how many cards your partner holds in each suit.

At other times you will have one very strong and long suit. Then you know what suit should be trump, but you don't know how high to bid. If you open the bidding with game in such a suit, it becomes very hard for your partner to bid higher. His hand is usually pretty weak and you want to make it as easy as possible for him to show his strength. Then you may be able to bid and make a slam.

So now you know why you should bid only two of a suit even though you are pretty sure that your hand is strong enough to make a game.

The general requirement for game is 26 points. You can reduce this to 25 points if you have a good 5-card suit.

The better your distribution, the more you can reduce the requirements. With a good six-card suit, you need 23 points.

With a good seven-card suit, you need 21 points.

With a good five-card suit in addition to your first long suit, you can reduce 1 point more.

However, add 2 points if the game is to be played in a minor suit.

Responding to a 2 Bid

When your partner has opened the bidding with a bid of two in a suit, you must keep the bidding open until a game contract is reached. Remember that your partner bid two for just that very purpose.

If you have adequate trump support you should naturally think of raising your partner's suit, but you shouldn't raise unless you have at least 7 points in support — counting short suits and high cards.

What do you bid with less than 7 points? Your *negative response* is two notrump. This is your way of saying that you have a very bad hand. You will still keep bidding until game is reached, but at least you have warned your partner not to try for a slam unless he can win eleven or twelve tricks in his own hand.

Any response except two notrump promises 7 points or more. The other responses are called *positive*.

One type of positive response, as we have seen, is a raise of partner's suit. If you don't have adequate trump support you bid a suit of your own. If you have no suit worth bidding, you may jump to *three* notrump.

The one thing you cannot do is pass. However, if an opponent bids and is doubled, you may pass. The idea is to keep bidding until game is reached or until an opponent has been doubled.

SECTION 5

Rebids

Up to this time, you have learned how to make an opening bid and you have also learned how to respond when your partner has made an opening bid. But you must also learn what further bids to make so that you and your partner can keep bidding until you reach a good contract; or stop bidding if you have already reached one. These further bids are called rebids.

What Rebids Depend On

On any hand the rebid you will want to make depends on three things.

(1) The strength of your hand. This means the number of points you have in your hand.

(2) The bid or bids which you have already made. If you have already bid in such a way as to show the full strength of your hand, you should look for the first safe chance to pass. You have told your story once and there is no reason for you to tell it again. If, however, your bids have not shown your full strength, you will be looking for a chance to complete the picture of your hand that you are trying to paint for your partner.

(3) The bid or bids which your partner has made. This is important for a similar reason. If your partner's bids show a strong hand you will usually be encouraged to bid for a game.

To begin with, let us suppose that you have opened the bidding with a bid of one in a suit and that your partner has made some bid in response. Let us consider one by one the various bids which your partner could logically make. Then we'll see what you should do.

Partner Raises

In this discussion of rebidding after your partner has raised your opening bid, we will assume that your partner is a pretty good player; and when we want to know how strong his hand is, we merely take it for granted that he is doing exactly the same thing that you would do if you took his place.

Now suppose you have opened the bidding with a bid of 1 ♠, your partner has bid 2 ♠, and it is up to you to bid again or pass. Forget about the opponents for the moment. Imagine that they pass every time their turns come.

Your only question should be: "Can my partner and I win enough tricks to score a game in this deal?"

You can answer this question by counting points. Count your

own points and add those shown by your partner's bid. If the total is very near to 26 points, you are very near to game. If the total is 3 or 4 points below 26, you should not seriously consider a game.

One more item before we go on with an example or two. After your partner has raised your suit, you are entitled to count extra points for length in the trump suit. Count 1 extra point for a fifth trump; 2 points extra, for each trump over five. Therefore, a 5-card suit gives you 1 extra point; a 6-card suit gives you 3 extra points; a seven-card suit gives you 5 extra points; and so on.

Your partner's raise shows 7 to 10 points in support of your suit. Add these to your own count, and see whether the hand is worth a game or only a part score.

The hand will clearly be worth a game if your own count is 19 points or more. The total will be 26 points even if your partner has only the minimum count of 7 points.

For example, you have opened with one spade and partner has raised to two spades. You hold:

♠ A K J x x ♥ A Q x
♦ K x x ♣ x x

Bid four spades. You have 17 points in high cards, plus 1 point for the doubleton and 1 point for length in spades. The total is 19 points. Partner should have at least 7 points for his raise. The combined count should be enough for game.

Let's take a case at the opposite end of the scale. When should you pass after partner's raise?

You pass with a count of 15 points or less. The reason is that you will have only 25 points even if partner has his maximum of 10 points for the raise.

For example:

♠ A K J x x ♥ A x x
♦ x x x ♣ x x

Pass. You have only 12 points in high cards, 1 point for the doubleton, and 1 point for length in spades. The total is only 14 points, and the combined count is only 24 points at most. This should not be enough for game.

There is, as you might expect, an in-between action. With 16 to 18 points you may *invite* a game without quite insisting on it.

How do you invite a game? One way is to bid three of your suit. Another way is to bid 2 NT. This makes it possible for partner to pass or bid three of your suit if he wants to stop below game; or to bid four of your suit or 3 NT if he wants to reach a game.

A third way to invite a game is to bid a new suit. This gives partner a chance to bid notrump, to return to the first suit, to raise the new suit, or to bid a suit of his own.

Let's take the same example as before. You have opened with one spade and partner has raised to two spades. What do you do next with each of the following hands?

♠ K Q x x x ♥ A K x
♦ A x x ♣ x x

Bid three spades. You have 16 points in high cards, 1 point for the doubleton, and 1 point for length in spades. The total is 18 points—enough to invite a game,

but not enough to insist on game.

♠ K Q x x x ♥ A x x
♦ A x x ♣ K x

Bid 2 NT. You have much the same 18 points as in the previous example, with your strength well distributed among the four suits. You could have opened with 1 NT to begin with. Having failed to do so, you should bid notrump now to show your distribution and stoppers.

♠ K Q x x x ♥ A K x x
♦ K x ♣ x x

Bid three hearts. If partner has a good fit for hearts, he may be able to raise to four hearts or to jump to four spades. Possibly, he may wish to bid 3 NT once he knows that you have the hearts well stopped.

After a Double Raise

Partner's double raise is forcing to game.

The first question is whether to consider a slam. You may do so with a count of 17 points or more.

With a minimum opening bid of about 13 to 16 points, you think only of game.

If your suit is a major, bid four of your major suit or 3 NT. Prefer the suit if you have five or more cards; prefer notrump if your suit is a four-carder. Prefer the suit in any case if you have a singleton.

If your suit is a minor suit, bid a major suit if you have one. If you have no major suit, bid 3 NT with balanced distribution. With unbalanced distribution and no major suit to show, go on to four or five of your minor suit.

After a Response in Notrump

Partner's response of 1 NT shows 6 to 10 points. You can afford to pass a minimum opening bid of 13 to 15 points with balanced distribution. You may even pass a 16-point hand if you don't like the look of it for one reason or another.

With 17 or 18 points in high cards, raise to 2 NT. With 19 points or more, raise to 3 NT.

With unbalanced distribution, however, do not pass the response of 1 NT. With a count of 13 to 16 points, you may rebid your suit if it is rebiddable; or you may show a new suit. With 17 or 18 points, you may jump to three of a good long suit or may bid a new suit. With 19 points or more, you should make sure of game by jumping to game in a very good suit or by making a jump bid of three in a new suit.

Partner's response of 2 NT shows 13 to 15 points and balanced distribution. Moreover, it is forcing to game. With 18 points or more, you should consider a slam. With less, raise to 3 NT with balanced distribution; rebid a long suit; or show a new suit.

Partner Has Bid a Higher Suit

You have opened with one of a suit, and partner has bid one of a higher suit. What do you do next?

Partner's bid is forcing for one round. Therefore you must bid something even if you have a minimum opening bid.

To show a dead minimum hand, you may bid 1 NT or two of your suit.

Even with a near-minimum, 14 to 16 points, you may raise partner's suit if you have four cards of his suit or Q-x-x or better.

With 17 to 19 points, and trump support, you raise to three of partner's suit. Without trump support, you bid a new suit if you have one. Or you may jump to three of your own suit, if it is very strong and at least 6 cards in length. With 19 or 20 points and balanced distribution, and with stoppers in the unbid suits, jump to 2 NT.

With more than 20 points, make sure of reaching a game. Raise partner's suit to game with strong 4-card (or longer) trump support; make a jump bid in a new suit; jump to game in your first suit if it is very powerful and needs no support from partner; or jump to 3 NT.

Partner Has Bid a Lower Suit

You have opened with one of a suit and partner has bid two of a lower suit. What do you do next?

Your procedure is much the same as though partner had bid one of a higher suit. The chief difference is that your partner's bid shows at least 10 points. Therefore you can afford to bid 2 NT with about 16 to 18 points; and you jump to 3 NT with 19 or 20 points.

Partner Has Made a Forcing Takeout

You have opened with one of a suit, and partner has made a jump bid in a new suit. What should you say next?

Partner's bid indicates that a slam is possible even if you have a minimum opening bid. Encourage him if you seem to have a fit or if you have a good suit or extra strength. Otherwise, try to discourage him at once.

Raise partner's suit with trump support – four small trumps or Q-x-x or better. Rebid your own suit if it is fairly strong. With a minimum opening bid, and lacking support for partner's suit or a rebiddable suit of your own, make a minimum rebid in notrump. With extra strength, show a new suit.

Rebids by the Responder

In general, responder should know a great deal about the hand by the time his second turn comes. If the combined hands clearly add up to 26 points or more, the responder should bid a game or move towards a game. If the combined hands clearly add up to less than 26 points, the responder should look for a convenient spot to pass.

Responder should plan to make only one response if he has 6 to 10 points.

He should plan to make two responses with 11 or 12 points, inviting but not insisting on a game contract.

Responder should make sure of reaching a game if he has 13 points or more.

Responder chooses his bid according to the principles already developed. Raise a major suit with trump support. Bid notrump with balanced distribution and stoppers in the unbid suits. Rebid a strong suit. Or show a new suit – provided that the hand is worth a rebid at this time.

SECTION 6

Up to this time you have learned how to bid for a game when there is a good chance to make one; and how to pass at a safe low contract when there seems little chance to make a game. Naturally, you also want to know how to get to the proper slam contracts and how to keep out of doubtful ones.

In order to be reasonably safe, you should look for three things when you are thinking of bidding a slam:

(1) A trump suit strong enough for slam purposes.

(2) 33 points in high cards and distribution.

(3) Controls.

(1) **Trump requirements.** The combined hands of the partners who bid the slam should contain a trump suit of at least eight cards (combined length) including at least three of the four top honors. That is, ace, king, and queen; or ace, king and jack; ace, queen, and jack; or king, queen, and jack.

Obviously, at a small slam contract no more than one trick may be lost if the contract is to be made and with any weaker holding than this the opponents are likely to win two tricks in the trump suit itself.

For a grand slam, the combined hands should have nine trumps including the ace, king, and queen.

Most slams are bid with a trump suit, rather than in notrump. But even when a notrump slam is bid, the combined hands should have at least one long, strong suit, no weaker than a trump suit would be.

(2) **Points.** You have already discovered in the previous sections how to count the points in the combined hands. You need 33 points for a small slam; 37 points, for a grand slam.

(3) **Controls.** A control card is a card which will win a trick in its suit either the first or the second time that the suit is led.

A first-round control will win a trick the first time. An ace is a first-round control. A second-round control will win a trick the second time. A king is a second-round control.

To make a small slam, you need first-round control (aces) in at least three of the four suits, and a second-round control in the fourth suit. Otherwise the opponents can win the first two tricks.

To make a grand slam you need first-round controls in all four suits.

At trump slams, a void suit is a first-round control, just like an ace, because you can trump the first round of its suit. A singleton is second-round control, just like a king, because although the opponents may win the first trick in the suit, you can trump the second round.

Blackwood Slam Convention

Many players use a "slam-bidding convention" to find out about controls. The most popular of these is called the Blackwood

Convention, because it was devised by Easley Blackwood.

The Blackwood Convention works like this:

When one partner is convinced, from the previous bidding, that the combined hands of himself and his partner contain enough points, enough trump strength, and enough winners to make a slam, and when the only thing worrying him is the matter of controls, he may bid four notrump. This is a slam signal to his partner.

His partner may not pass the four-notrump bid. He must respond in such a way as to show his aces – as follows:

If he has no ace, he must bid five clubs.

If he has any one ace, he must bid five diamonds.

If he has any two aces, he must bid five hearts.

If he has any three aces, he must bid five spades.

If he has all four aces, he must bid five notrump. (Some experts bid five clubs to show no aces or all four aces.)

After the response to the four-notrump bid, the original four-notrump bidder will know how many aces there are in the combined hands. If there are only three aces, he will know that one trick must be lost—in which case a small slam is the limit of the combined hands.

If the combined hands hold all four aces, a grand slam may be makable. This may depend on the number of kings held in the combined hands. In that case (and only when the combined hands are known to hold all four aces) the original four-notrump bidder may bid five notrump.

That is a signal calling for kings, as follows: With no king, respond six clubs; with one king, six diamonds; with two kings, six hearts; with three kings, six spades; with all four kings, six notrump. You see, it works exactly the same way that the four notrump bid and responses work, except at one level of bidding higher.

Slam Tries

Usually, when you are considering a slam, you cannot be sure of all of the requirements for slam.

In such a case, you would not want to bid the slam all by yourself. Still, you would not want to pass and give up entirely the chance to bid a slam. Your partner may have just enough extra strength for you to make the slam. The right thing to do, then, is to make a bid which is known as a slam try.

Any bid for more than game is a slam try. That stands to reason. Nothing can be gained by bidding 5 ♠ or 5 ♥ or 4 notrump unless your intention is to invite a slam contract.

Another type of slam try is any bid in a new suit after the two partners have bid game (or close to game) in some favorable trump suit.

For example:

SOUTH	NORTH
1 ♠	3 ♠
4 ♣	

This bid may mean that South has a biddable ♣ suit or it may mean that he is just bidding 4 ♣ as a cheap way of inviting a slam to see whether or not his partner also wants to try for a slam.

There would be no reason for South to bid 4 ♣ if he just

wanted to get to 4 ♠. He would be better off if he bid 4 ♠ and got it over with. His reason for bidding a new suit must be to suggest a slam. If North has no extra strength he should return to 4 ♠. Such a bid of 4 ♠ would be the least encouraging bid that North could make. Any other bid would show a little extra strength and a desire on the part of North to get to a slam.

So now you know how to go about bidding a slam. Look at your hand, think of the bidding, and look for the requirements for slam. You may bid 4 notrump, if you have the requirements for such a bid; or you may bid for more than game; or you may bid a new suit at the level of four or five.

No matter what you do, trust your partner. If he bids in such a way as to tell you that no slam can be made, listen to him. Don't be stubborn, for then you will get up too high and you will lose points instead of winning them.

Defensive Bidding

When the opponents have opened the bidding, it is to your advantage to make a bid if it does not risk a severe penalty. If your partner has a fairly strong hand, one of you may be able to play the hand as declarer – perhaps even at a game contract. But if you do not bid, your partner has no way of telling that you have a good hand.

You should not make such a defensive bid (also called an overcall) when it risks a severe penalty. If you have made a bad bid and the opponents are good players, they will double you and you will lose many hundreds of points.

It may surprise you to know that you needn't worry about being set a few hundred points or so. When the opponents can defeat you as badly as that while you are still at a very low contract, they usually have enough strength to bid and make a game in some suit or in notrump. You don't mind losing a few hundred points to stop the opponents from making a game.

When you are considering an overcall, the question in your mind should be: "How many points is a game worth to my opponents; and will my bid give them a chance to win more points?" In order to answer this question we must find out what a game is worth.

The Value of a Game

You will find, when you play bridge, that the average rubber is worth 900 to 1000 points. In the average rubber, that is the difference between all the points scored by one side and all the points scored by the other side (whether those points are above or below the line).

When your side wins the first game of a rubber, you score only 100 points or so below the line. Actually you have gained many more points than that. The reason is that you then have a much better chance to win the rubber; and, if you win it, that rubber will be worth about 1000 points to you.

So when you have won your first game of a rubber, you should say to yourself: "Well, I've won about half of the rubber. So my game is worth about 500 points; not just the points I have below the line."

Your second game of the rubber is also worth only about 500 points, although at that time you may see about 1000 points scored up. That is because you are simply winning the second half of the rubber, and you have already (in your mind) counted your first half as a gain of 500 points.

Safe Overcalls

Your overcall is reasonably safe if it cannot cost you more than 500 points. This means that you must not go down more than three tricks when you are not vulnerable; and you must not go down more than two tricks when you are vulnerable.

One more thing to remember. *Never make an overcall in a suit that can lose more than two tricks.*

This suit is safe for an overcall: Q-J-10-8-x. This suit, which counts to more points, is not safe for an overcall: A-Q-x-x-x.

Responding to an Overcall

Partner's bid shows a strong suit of at least 5 cards (almost invariably). You can raise with trump support and about 10 points. A double raise should be based on trump support and about 13 points. Trump support for a single raise may be three small trumps; for a double raise, four trumps.

Notrump Overcalls

An *overcall* of one notrump is just like an *opening bid* of one notrump. You make it with exactly the same type of hand, but you must avoid bidding it unless you have at least one sure stopper in the suit or suits bid by the opponents.

If your partner makes an overcall of one notrump, respond just as though he had made an opening bid of one notrump.

Jump Overcalls

A jump overcall shows a strong suit of six cards or more, without side strength. The idea is to interfere with the bidding of the opponents.

For example, suppose the dealer, at your right, opens the bidding with one diamond. You hold:

♠ K Q J 9 8 5 ♥ x x x
♦ x x ♣ x x

Bid two spades if not vulnerable. Your hand should take five spade tricks even with very bad breaks. Your bid calls for eight tricks. At worst, therefore, if you are doubled, you will lose 500 points. If the opponents can do this to you, they can make a game with all of their strength.

If vulnerable, you need either a longer suit, or some side strength other than in aces or kings. For example:

♠ K Q J 9 8 5 ♥ x x ♦ x
♣ Q J x x

This hand should take at least six tricks. It is a safe vulnerable jump overcall of two spades.

Do not make a jump overcall with substantial strength in aces and kings. A non-jump overcall will show your strength better.

The Takeout Double

Sometimes an opponent opens the bidding and you have a strong hand but no long suit. Naturally, you want to make a bid in order to show your strength.

What you'd really like is some bid which says: "Partner, bid your longest suit even though you have a very weak hand. I have good support for any suit you name, and my hand is very strong."

Well, you can send just that message to your partner. When it is your turn to bid, you just say "double." Such a double is known as a "takeout double" because you want your partner to make a takeout in his longest suit.

A "takeout double" is based on three conditions; they are:

(1) Your partner has not bid, doubled, or redoubled.

(2) You have doubled at your first chance.

(3) You have doubled a low bid in a suit.

Of course, you remember that you say "Double" when you think you can set your opponents. How is your partner to know whether you are making a "takeout double" or a "penalty double"?

The answer is very simple. Your double is for a takeout only when the bidding makes it very clear that you want your partner to name a suit. In any other case, your double is for penalties.

Any other double is for penalties. Are you sure you have it firmly fixed in your mind? Test yourself with these examples.

West	North	East	South
Pass	Pass	1 ♥	Dbl

Takeout double. It fits all three conditions.

West	North	East	South
1 ♥	Pass	2 ♣	Dbl

Takeout double. This, also, fits all three conditions.

West	North	East	South
1 ♥	Dbl	1 ♠	Dbl

North's double is a takeout double. But South's is for penalties; his partner, North, has already doubled.

West	North	East	South
1 ♥	1 ♠	2 ♥	Dbl

Penalty double. North has already bid.

You may use the takeout double even if you are the player who has made the opening bid. Your double is then a way of rebidding to show a strong hand with good support for any suit your partner may name.

Requirement for a Takeout Double

You mustn't make a takout double unless you have a strong hand. You are forcing your partner to bid even though his hand may be very weak.

An easy way to find out whether or not your hand is strong enough for a takeout double is to count up your points and then look for support for your partner's possible bid. Your takeout double is all right if you have 13 or more points and strong support for any suit your partner may name.

Another thing to remember about a takeout double is that it always guarantees strong support for a major suit. When you make a takeout double, you hope to get to game. It is very unlikely that you can make game in a minor suit when an opponent has 13 points. You must be prepared (and hopeful) to have the hand played at a major suit. So don't make a takeout double without strong four-card support for at least one of the major suits.

Responding to a Takeout Double

When your partner has made a takeout double, it is up to you to respond. His double is an urgent request that you bid your longest suit. If you want to be a good partner, you must always respect such requests.

Suppose, first, that the opponent on your right passes.

With a weak hand, you simply bid as low as possible in your longest suit. **Don't pass.** The weaker your hand, the more necessary the takeout!

With 8 to 10 points and a good suit, make a jump bid. This response is highly invitational, but not forcing. If partner has minimum values for his takeout double, he may pass.

With 11 points or more, and with strength in at least one unbid major suit, force to game by bidding the opponent's suit.

WEST	NORTH	EAST	SOUTH
1 ♥	Dbl	Pass	?

♠ K J x x x ♥ x x x
♦ A x x ♣ x x

Bid two spades. You have 8 points in high cards, and 1 point for the doubleton. You want to get to game if partner has good values for his takeout double. You will be safe at two spades, even if he has minimum values.

♠ K Q x x x ♥ x x x
♦ A Q x ♣ x x

Bid two hearts. This bid *in the opponent's suit* is forcing to game. You will show your spades at your next turn to complete your story. You will probably reach a game in spades, but if partner insists on game in notrump, you will not object.

Always try to respond in a major suit, because your partner has strong support for at least one of the major suits and it is easier to make game in a major suit than in a minor suit. If you have two four-card suits, one a major and the other a minor, respond in the major. Even if you have a four-card major suit and a five-card minor, respond in the major (unless the major is *very* weak and the minor is *very* strong).

Once in a while you will be able to *pass your partner's takeout double.* Naturally, you will do that only when you think that your opponent will not make his contract, and when you cannot win more points by going on with your own bidding.

If your partner has doubled a suit contract, you may pass when you expect to win four tricks, including *at least* three tricks in your opponents' trump suit.

If your partner has doubled a bid of one notrump, you should usually pass. It is a penalty double, and your partner does not want or expect you to take out. But you may take out the double nevertheless when you have a weak hand—*and* when you have a suit of five or more cards in which to make the takeout.

Bidding Over a Takeout Double

Suppose your partner has made an opening bid of 1 in a suit, and that the next player has doubled. What should you do?

With any very weak hand, pass and hope for the best. At least one of your opponents has a strong hand and there is no reason for you to get the bidding up any higher.

With a singleton or void in your partner's suit and a fairly strong suit of your own, bid your suit.

Do not bother to bid a four-card suit in this situation. Do not bid a very weak five-card suit. Bid only a strong five-card suit or a suit of six or more cards.

With good support for partner's suit, raise. Your intention is to make it difficult for the next player to bid. So, with four-card trump support and the requirements for a courtesy raise, raise to two of your partner's suit. With enough for a free raise, raise to three of your partner's suit. This is a pretty high bid, so you should have four fairly strong trumps and some short suit. You should jump to four of your partner's suit with five trumps and a singleton.

Occasionally, you will have a *fairly strong hand.* Then you will know that the opponent on your left has a worthless hand. There are only 40 points in the deck. Your partner has at least 13; the doubler has about 13 more. If you have 11 points or more, there are practically no points left for the last player.

So now you have the opponents in a trap. Don't let them out if you can possibly help it. *You should redouble.* That tells your partner that you have more than than 10 points and that you want to double the opponents for penalties if they bid a suit in which either you or your partner has trump strength.

If the next opponent bids after your *redouble,* your partner should *double* if he has a fair amount of strength in that suit. If he cannot double, he should pass. Perhaps you will be able to double.

Some of the time, your hand will be neither very strong nor very weak. In that case, unless you have the requirements for a raise or a takeout, you should pass. Later on, if your partner shows a strong hand by rebidding, you may make some bid.

Free Responses to a Takeout Double

Now take another case. The opponent on your left has made an opening bid; your partner has made a takeout double; and the opponent on your right has bid. What should you do?

With a weak hand, pass. You didn't like the idea of bidding to begin with, but you would have had to bid your longest suit if your opponent hadn't made a bid. Now your partner will have another chance to bid even if you pass. Show your weakness by passing.

With a strong hand, make your bid anyway. All you need is a biddable suit and about 6 or 7 points in your hand. If you can make your bid at the level of one, you may shade that down to a five-card major suit headed by about 4 points. In other words, try hard to find an excuse for a bid. Your partner's hand is strong and if you have a good suit or a few high cards, there is probably a game in the combined hands.

Bidding over a Redouble

Suppose your partner has doubled for a takeout, and your right-hand opponent redoubles. The situation would be like this,

with you seated in the East position:

SOUTH	WEST	NORTH	EAST
1 ♦	Dbl	Redbl	?

You should now act as though North, instead of redoubling, had made some bid.

If you have a very weak hand, pass. The bidding will go around to your partner again, and he will be able to bid his best suit, which is probably better than your best suit.

But remember that a "very weak hand" is a hand which is not only deficient in points but also has no long suit. Even if you have no points at all, you should bid any six-card suit you hold, and if you have 4 points or more you should bid a five-card suit if you have one.

Rebids by the Doubler

One of your opponents has opened the bidding, you have made a takeout double, and your partner has responded. What should you do next?

If partner has made a "cue-bid" in the opponent's suit, make sure of getting to game. Bid your best suit and look for a chance to raise a major suit. The hand will usually be easy to bid from here on, because you surely have support for an unbid major suit for your double.

If your partner has made a jump bid, count on him for about 8 to 10 points. Value your hand for a raise in his suit, and raise to three if you have a count of 16 points in your own hand. Raise to game if you have 17 or 18 points in support. Pass with 14 points or less. Use your own judgment with 15 points: pass or raise to three.

If your partner has made a free bid (over a bid or a redouble), count on him for only 5 or 6 points in all. Avoid a further bid unless you have good support for his trumps and a count of about 18 points or more.

If your partner has made just an ordinary response, he will probably have only 7 points at most—and may have no points at all. With strong support for his suit and about 16 points, go to the level of two; with 19 points, go to the level of three; with 22 points, raise to game.

Competitive Bidding

On some hands, both sides will make a few bids. You know that whenever a bid is made by the opponent at your right, you don't have to keep the bidding open for your partner. He will have his chance to bid even if you pass.

So, with any minimum hand, you should pass when the opponent at your right makes a bid. That is your best method of showing to your partner that he cannot count on you for very much. Of course, he can count on you for whatever strength you have shown up to that time. If you have opened the bidding, he knows that you have an opening bid, but he also knows from your pass, later on, that you have no additional strength.

Part-Score Bidding

When you have a part-score, you do not have to bid very high to score a game. Therefore, avoid bidding more than you need for a game unless you hope to get to a slam contract.

An opening bid of two in a suit is still a forcing bid, even if that

is all you need for a game. But when you have a part-score, an opening bid of two in a suit (or any bid which is usually forcing to game) is forcing for only one round of bidding. After that, your partner may pass. Even if you need only 40 or 60 points below the line to score a game, don't open the bidding with two of your suit unless your hand is very strong. Bid one of your suit and your partner will keep the bidding open.

When your partner has opened the bidding with one in a suit, and you need only 60 points or so below the line for a game, you should make some response even with only about 3 points. The bidding won't get up too high and it would be foolish to let your partner play the hand at one of his suit when some fairly low contract would produce a game.

The Penalty Double

If both sides make bids in a deal, you may have reason to believe that your opponents have bid for more tricks than they can win. In spite of that, however, it may not be wise for you to double for penalties. Suppose the last bid made by your opponents was a very low one. You would not want to double and score 100 or 300 points above the line if you could bid and make a game of your own. Your game would be worth 500 points to you – if you could make it.

But if you are not sure of your side's game, you should seriously consider doubling instead of going on with your own bidding. After all, "a bird in the hand is worth two in the bush."

There are two other cases in which you should prefer to double rather than go on with your own bidding. One is where your side has already bid for as many tricks as it is likely to win. The other is where your side has done little or no bidding of its own. In all three cases, use the following rule of penalty doubles.

You should double your opponents for penalties whenever you think that they have bid for at least 2 tricks more than they can make. But before you double, make sure that your partner will not think that your double is for a takeout. Look back at the three conditions for the takeout double and remember that any other double is for penalties.

Redoubles

When your side has been doubled for penalties, you should usually pass. After all, your opponent must have some reason for his double. You can expect a bad break or two.

But once in a while you will have reason to feel pretty sure that your contract (or your partner's contract) can be made. If you are also very sure that the contract cannot possibly be set more than one trick, you may redouble. (Remember that a redouble doubles all the points that you would win or lose if you passed after your opponent had doubled.) If you are set one trick, your redouble will cost you only 100 or 200 points. But if you make your contract, your redouble will gain more points than that.

Even when you are sure you can make your contract, don't redouble if the opponents can get

out of trouble by making some further bid of their own. Be satisfied to make your contract doubled.

Sacrifice Bidding

When you feel sure that the opponents can bid and make a game, you should look around for a way to stop them from doing so. If you can make a higher bid than their game bid, and still not lose too many points, you should make that higher bid. That is an intentional overbid, or a "sacrifice bid."

As you have already learned, you should be careful not to make an overbid which will cost you more than 500 points. You should prefer a sacrifice bid which will cost only 300 or so. But it is also worth while to sacrifice if you think that you may be set 500 points as a maximum. Perhaps your opponents will go on with their own bidding instead of doubling you. Naturally, the higher they bid, the better chance you have to defeat their contract.

Knowing How to Pass

Now you have come close to the end of this series of lessons on contract bridge. You have learned how to make many bids, but perhaps you have not yet learned how to pass. It is very important to learn that, because it is much easier to get into trouble by bidding than by passing.

Whenever you are not forced to bid (by some forcing bid that you or your partner has made) you should consider a pass just as much as you consider a bid. Right now, whenever you have a close point to decide, you will be better off if you pass than if you bid. As you get more and more experienced at the game, you can be a little more bold and you can bid on more of those doubtful hands.

PART II

Analysis of 48 Deals

DEAL No. 1

NORTH
♠ J 9 5
♥ 10 7 4
♦ K J 8 5
♣ Q 10 4

WEST
♠ Q 10 7 6 3
♥ A J
♦ 9 4
♣ 8 7 3 2

EAST
♠ A K 8
♥ K Q
♦ 10 7 6 2
♣ J 9 6 5

SOUTH
♠ 4 2
♥ 9 8 6 5 3 2
♦ A Q 3
♣ A K

South dealer
Neither side vulnerable

SOUTH	WEST	NORTH	EAST
1 ♥	Pass	1 NT	Pass
2 ♥	Pass	Pass	Pass

The Bidding

South opens the bidding with one heart. He has 13 points in high cards and 1 point for each of the two doubletons. This is clearly worth an opening bid. South naturally makes his bid in his only long suit.

North's response of 1 NT shows 6 to 10 points with no suit worth bidding. In this case, North has 7 points in high cards.

South rebids his six-card suit despite the fact that it is headed only by the nine. Any six-card suit is rebiddable.

The auction ends with three passes. North is not strong enough for a further bid.

The Play

West opens the six of spades, and East takes the first two tricks with the king and ace. When East leads a third spade, South captures the trick by trumping.

If the hand were being played at notrump, the defenders would be able to run all of their spade tricks. South's trump suit protects him against this misfortune.

South's first step is to lead a trump. The opponents hold the four highest trumps between them, and South intends to drive them out. If he is lucky, some of the trumps will fall together instead of taking separate tricks.

As expected, South has some luck on the first round of trumps. West's jack of hearts would be good enough to win the trick, but East is compelled to overtake with the queen of hearts.

East returns a club and South wins with the ace. Declarer continues his plan by leading another low trump.

This time the defenders must play the ace and king of trumps on the same trick. Either card would be high enough to win the trick from South, but the opponents are compelled to play both on the same trick.

South has now managed to *set up* his trump suit. That is, the rest of his trumps are good. South easily wins the rest of the tricks, making his contract with an extra trick.

The play illustrates the simplest method of *establishing* (or *setting up*) a suit. When your suit is not headed by any high cards, lead a low card at each opportunity. The high cards held by the opponents must be played, and your remaining cards will then be good.

South scores 60 points below the line and 30 points above the line.

DEAL No. 2

NORTH
♠ 8 5 4
♥ J 7 2
♦ Q 10 5 4
♣ 6 5 2

WEST
♠ J 9 3
♥ Q 8 4
♦ K J 6
♣ K Q 10 4

EAST
♠ 10 7
♥ K 10 9 5 3
♦ 9 8 3
♣ A 9 8

SOUTH
♠ A K Q 6 2
♥ A 6
♦ A 7 2
♣ J 7 3

South dealer

Neither side vulnerable

SOUTH	WEST	NORTH	EAST
1 ♠	Pass	Pass	Pass

The Bidding

South has a clear opening bid of one spade. He has 18 points in high cards and 1 point for the doubleton. The hand is too strong for an opening bid of one notrump, but not strong enough for an opening bid of two spades or two notrump.

South is not afraid to open the bidding with just one in a suit with such a powerful hand. He cannot make a game unless North can contribute substantial help. If North has this kind of help, he will respond.

As it turns out, North has no help. With only 3 points in high cards and no points at all for distribution, North must pass.

East is delighted to pass, and South becomes the declarer at a contract of only one spade. This is disappointing, but it is sometimes necessary to be thankful for small favors.

The Play

The defenders take the first three tricks with high clubs. South can do nothing about this.

South wins the fourth trick with the ace of hearts and begins his own campaign by *drawing trumps*.

The idea of drawing trumps is to take away the trumps held by the defenders. This prevents them from trumping any high cards played by declarer or by the dummy.

In Deal No. 1, it was necessary to lead *low* trumps in order to exhaust those held by the opponents. In this case, declarer can lead *high* trumps.

South begins by leading the ace of trumps at Trick 5. Both opponents must follow suit with small trumps.

South continues by leading the king of spades at Trick 6. Once more both opponents follow suit with low trumps.

South then leads the queen of spades, and only West can follow suit. East is out of trumps and therefore discards an unimportant heart.

South can now relax. He has drawn trumps. How does he know? South has *counted* the trumps as they were played. Four trumps were played at Trick 5; four more were played at Trick 6; and three trumps were played at Trick 7. This accounts for eleven of the thirteen trumps. The other two trumps are right in South's own hand, and he therefore knows that no others are left out.

South's next step is to develop an additional diamond trick. First he leads out the ace of diamonds, and next he leads a low diamond toward dummy.

West wins the second round of diamonds (Trick 9) with the king. This sets up dummy's queen of diamonds as the highest remaining card in the suit. This is what South had in mind when he played the suit. West wins the tenth trick with a heart, but then South trumps the next heart and leads a diamond to dummy's queen. South wins the last trick with his last trump.

South wins nine tricks, making his contract with two extra tricks. He scores 30 points below the line for one spade bid and made; and 60 points above the line for two extra tricks.

DEAL No. 3

NORTH
♠ 7 4
♥ 10 7 2
♦ Q J 10 8
♣ A 7 4 3

WEST
♠ A 9 5
♥ K Q J 6 5 3
♦ 9 5
♣ K 8

EAST
♠ 8 3
♥ 9 4
♦ A 6 4 3 2
♣ J 10 9 5

SOUTH
♠ K Q J 10 6 2
♥ A 8
♦ K 7
♣ Q 6 2

South dealer

Neither side vulnerable

SOUTH	WEST	NORTH	EAST
1 ♠	2 ♥	Pass	Pass
2 ♠	Pass	Pass	Pass

The Bidding

South has 15 points in high cards and counts 1 point for each of the doubletons. This is more than enough for an opening bid, and South bids one in his only long suit.

West overcalls with a bid of two hearts, and North and East pass.

South can well afford to rebid his strong six-card spade suit. His bid of two spades is followed by three passes. South becomes declarer at a contract of two spades.

The Play

West leads the king of hearts, and South wins with the ace.

South's problem in this hand is to draw trumps and then set up dummy's diamonds. His method is the same for both suits.

Consider the trump suit first. South cannot lead out *top* trumps to begin with, as in Deal No. 2, since he does not have the ace of trumps. However, it would be foolish to lead a *low* trump and thus allow an opponent to win a trick with the nine of spades.

The correct method is to lead a card high enough to win the trick unless the ace is played. The idea is to *force out* the ace of trumps, after which South will be in position to draw the rest of the trumps with cards that cannot be beaten by the opponents.

South begins his program by leading the king of spades. This forces out the ace of spades and gives the opponents no chance to win a trick with the nine of spades.

West takes a heart trick by leading the queen and continues with the jack of hearts at the fourth trick. East plays a trump on his partner's good heart, hoping that South will be embarrassed by the need to overruff so high a trump.

As it happens, South can comfortably afford to overruff with the ten of spades. South then draws the remaining trumps by leading out the queen of spades and then the jack of spades.

Now South can proceed to set up dummy's diamonds, using the same method. He leads the king of diamonds from his hand. Both opponents play low, and South is permitted to win this diamond trick.

South continues with another diamond, and this time East takes the ace.

East returns the jack of clubs, but it is too late for the defenders to get a club trick. Dummy wins with the ace and declarer then leads the high diamonds from dummy, discarding low clubs from his own hand. South established dummy's diamonds with exactly this idea in mind. If he had failed to do so, he would have lost two club tricks.

South's two trumps win the last two tricks, and South therefore makes his contract with two overtricks.

South does not score a game even though he has made ten tricks with spades as trumps. He has bid only two spades, and can therefore score only 60 points below the line. He also scores 60 points above the line for the extra tricks and 100 points for honors.

It is important to notice that each Autobridge hand is a unit by itself. If South were playing rubber bridge, with the same hand, he would score 60 below the line for the first hand, 30 points below the line for Deal No. 2, and would therefore complete the game by scoring 60 points below the line for Deal No. 3. This is not the intention, however. Each Autobridge hand should be bid as though there were no previous part score. The opening in the middle tells you whether or not you are vulnerable.

DEAL No. 4

NORTH
♠ K 5 3
♥ 7 5 4
♦ Q J 8 2
♣ Q 10 6

WEST	EAST
♠ Q J 10 6 2	♠ A 9 8 4
♥ K	♥ Q J 10
♦ 9 7 6 3	♦ 10 4
♣ J 8 2	♣ K 9 5 3

SOUTH
♠ 7
♥ A 9 8 6 3 2
♦ A K 5
♣ A 7 4

South dealer

Neither side vulnerable

SOUTH	WEST	NORTH	EAST
1 ♥	Pass	1 NT	Pass
2 ♥	Pass	Pass	Pass

The Bidding

South must clearly open the bidding since he has 15 points in high cards and 2 points for the singleton. Naturally, he opens the bidding with one of his only long suit. His bid is one heart.

North's response of one no-trump shows 6 to 10 points in high cards with no suit worth mentioning.

South rebids his six card suit. This is especially wise since South has a singleton.

This bid is followed by three passes, and South becomes declarer at a contract of two hearts.

The Play

West leads the queen of spades. West would make this lead from a holding of Q-J-10 or Q-J-9. The idea is to lead the top card of a "sequence."

South can lose nothing by playing dummy's king of spades. This card is probably doomed no matter what South does.

As expected, East plays the ace of spades, winning the trick. South expected this to happen since West should have the jack and probably the ten of spades, and East would probably then have the ace of spades. An experienced player can often tell from the opening lead just where all the high cards in that suit are located.

East continues with a low spade, and South wins the trick by trumping.

South wishes to draw trumps in order to take his diamond tricks later on without danger. This time his method of drawing trumps is a combination of the methods shown in Deals No. 1 and 2. He does not have enough top trumps to draw all of the missing trumps without losing a trump trick. Nevertheless, it is not necessary for him to lead low trumps and give up tricks to *all* of the trumps held by the enemy.

South begins his campaign by leading the ace of trumps. The idea is for South to win what he can and give up the rest.

After winning one trump trick, South continues by leading a low trump. East wins and returns another spade, forcing South to trump once more.

South leads another low trump, obliging East to take his last high trump. This completes South's task of drawing trumps.

East returns a spade, and South must trump once more. South's trumps are now exhaust-

ed, but he has no reason to fear. The trumps have been drawn, and South can go about the job of taking his diamond tricks.

South carefully leads out the ace and king of diamonds before leading the low diamond to dummy. This leaves dummy in position to win the third diamond trick and continue with a fourth diamond trick (at Trick 11). When the fourth high diamond is led from dummy, South discards a losing club.

There would be a different story to tell if South led his low diamond to dummy before getting the ace and king out of the way. In continuing diamonds, South would then have to win the next trick in his own hand. There would be no way to get back to dummy for the fourth diamond trick, and South would lose a diamond trick.

The general rule in cases of this sort is to examine your own hand and the dummy to see which hand has more cards in the suit. Then you begin with the high cards in the hand which is *shorter*. In this case, South has only three diamonds while the dummy has four diamonds. Since the South hand is shorter, South begins by taking his own high cards.

South wins the twelfth trick with the ace of clubs and gives up the last trick. He wins nine tricks, scoring 60 points below the line and 30 points above the line.

DEAL No. 5

NORTH
♠ 6 2
♥ Q 10 4
♦ K 7 6 3
♣ J 8 7 3

WEST
♠ 10 8 7 5 3
♥ A 7 5
♦ 8 4
♣ Q 10 5

EAST
♠ A 9 4
♥ K 6 3
♦ J 10 9 2
♣ K 9 2

SOUTH
♠ K Q J
♥ J 9 8 2
♦ A Q 5
♣ A 6 4

South dealer

Neither side vulnerable

SOUTH	WEST	NORTH	EAST
1 NT	Pass	Pass	Pass

The Bidding

South's opening bid of one notrump shows 16 to 18 points, with balanced distribution and stoppers in at least three suits. In this case, South has 17 points in high cards with all suits safely stopped except hearts. Even in hearts, South has a probable stopper.

South's bid is followed by three passes, and South becomes declarer at a contract of one notrump.

The Play

West opens the five of spades, and East wins with the ace. East returns the nine of spades, and South wins with the queen.

If South wanted to take all of his high cards immediately, he could take a total of two spade tricks, three top diamonds, and

the ace of clubs. This would give him only six tricks, and his contract calls for seven tricks.

South must plan to set up additional tricks. He must do this immediately, instead of beginning by taking his high cards.

This is a basic idea in the play of the cards. In general, you set up your additional tricks before cashing the high cards.

In order to set up your tricks, it is usually necessary to force out the high cards held by the opponents. This puts you in position to win tricks with the cards of lesser rank. If you begin by taking your high cards, the opponents will then be in position to take *their* tricks of lesser rank. You will be doing their work for them instead of working for yourself.

In this case your best chance is to work for an additional trick or two in hearts. If you can force out the ace and king, you will then be ready to take tricks with the queen and jack.

At Trick 3, you lead a low heart. When West plays low, you put up dummy's queen. East wins with the king of hearts. You don't mind wasting dummy's queen of hearts, since the jack, ten, nine, and eight, will serve every bit as well. Cards in sequence are often called "equals" because they have equal value for any purpose.

East returns another spade, and you must win with the king. This forces out your last stopper in the long suit held by the opponents.

South continues his plan of establishing the hearts by leading another heart from his hand. West wins Trick No. 5 with the ace of hearts and proceeds to take two spade tricks.

It is worth noting that West started with five rather small spades and has managed to take two tricks with this poor suit. The most common defense against a notrump contract is to keep pounding away at a long suit until your small cards are ready to win tricks. If the defenders had wasted their time leading other suits, West would not be in a position to take his spade tricks now.

South discards low clubs on the good spades. He has no use for these low clubs, and contents himself with getting ready to take the rest of the tricks as soon as West gets through with the spades.

At Trick No. 8, West must shift to a new suit. He leads a club, and South easily wins the rest of the tricks. South takes the ace of clubs, then takes his established hearts, and finally takes the three top diamonds.

South wins eight tricks, making his contract with one overtrick. He scores 40 points below the line and 30 points above the line.

Note

Opening bids of three or four in a suit should be made only by very experienced players. Such a bid shows a poor hand but a very strong suit. In general, you need a hand that will take 7 or 8 tricks, with LESS than the 13 points needed for an opening bid.

DEAL No. 6

NORTH
♠ Q 9 6 5 2
♥ A Q 6 2
♦ K J
♣ 5 3

WEST
♠ 7 4
♥ K J 7 3
♦ Q 9 6 2
♣ J 10 9

EAST
♠ 10
♥ 10 9 5
♦ A 10 5 4
♣ K Q 8 7 2

SOUTH
♠ A K J 8 3
♥ 8 4
♦ 8 7 3
♣ A 6 4

South dealer

Neither side vulnerable

SOUTH	WEST	NORTH	EAST
1 ♠	Pass	3 ♠	Pass
4 ♠	Pass	Pass	Pass

The Bidding

South opens the bidding with one spade. He has 12 points in high cards, and 1 point for the doubleton. He can well afford to open a 13-point hand since he has three quick tricks and a good rebiddable suit.

North's raise to three spades is forcing to game. It shows a count of 13 to 16 points with strong trump support of four cards or more. In this case, North has 12 points in high cards, 2 points for the two doubletons, and strong trump support of five cards.

South must proceed on to game even though he had a minimum opening bid. He bids four spades rather than three notrump because most of his strength is concentrated in his long suit. If South's strength were scattered through the four suits, he would bid three notrump at this stage.

The Play

West leads the jack of clubs, and South pauses a moment to plan his play.

The first step in planning a trump hand is to count your losers. South sees that if he is unlucky he may have to lose a heart, two diamonds, and a club. This adds up to four losers, and South can afford to lose only three tricks if he is to make his contract.

Let's go over these losing tricks more closely to see why they are possible losers. South has two small hearts in his own hand, and the ace in dummy. The ace will surely take care of one of the small hearts. South's other small heart may lose a trick. South has three small diamonds, and dummy has the king and jack. Dummy's king may be captured by the ace, and dummy's jack may be captured by the queen. Even if this happens, however, South's third small diamond can be trumped with one of dummy's small trumps. Hence South may lose as many as two diamonds, but will not lose any more than that.

After South has taken the ace of clubs, he will still have two small clubs. By then, however, dummy will have only one small club. This must be lost, but then South's last club can be trumped in the dummy. South must therefore expect to lose exactly one club trick.

South must look for a way to reduce the number of losing tricks. His best chance is to take a successful finesse in one of the red suits.

South begins by taking the ace of clubs and then draws two rounds of trumps. This exhausts all trumps held by the opponents.

South then takes his first finesse by leading a low heart towards dummy. West plays low, and the dummy plays the queen. Since West has the king of hearts, the finesse succeeds. Now South will not have to lose a heart trick, and the success of the contract is assured.

There is no reason for South to be satisfied with ten tricks. He still has a chance to win an extra trick.

Declarer continues by taking the ace of hearts and trumping a small heart. Then he gives up a club in the hope that an opponent will make a favorable lead for him.

As it happens, West takes the club trick and returns the jack of hearts. This is not favorable, and South must trump and tackle the diamonds by himself.

At the ninth trick, South leads a small diamond towards dummy. When West plays low, South must guess the correct play from dummy. If West has the ace of diamonds, South must play the king of diamonds from dummy. If West has the queen of diamonds, South must play the jack of diamonds from dummy. In this case there is no way for South to know which high diamond West holds. South must simply guess.

It would not be wrong, merely unlucky, to play the king of diamonds from the dummy at this stage. Even if South makes this wrong guess, he would still fulfill his contract. If he makes the correct guess, as shown on the deal sheet, he makes an extra trick.

After the diamond play, dummy is left with the king of diamonds and the rest of the trumps. South makes his contract with an extra trick. He scores 120 points (game) below the line and 30 points above the line for the extra trick.

DEAL No. 7

NORTH
♠ 7 6 3 2
♥ 9 8 5 2
♦ K 9 3
♣ A 3

WEST
♠ K 9 4
♥ J
♦ Q 8 7 4 2
♣ Q J 10 6

EAST
♠ Q J 10 8
♥ Q 10 4
♦ A 6
♣ K 9 8 5

SOUTH
♠ A 5
♥ A K 7 6 3
♦ J 10 5
♣ 7 4 2

South dealer

North-South vulnerable

SOUTH	WEST	NORTH	EAST
1 ♥	Pass	2 ♥	Pass
Pass	Pass		

The Bidding

South opens the bidding with one heart. He has 12 points in high cards and 1 point for the doubleton. Since he has three quick tricks and a good rebiddable suit, he can afford to open the bidding with a 13-point hand.

North's raise to two hearts shows 7 to 10 points with trump support. In this case North has 7 points in high cards and 1 point for the doubleton. The trump support consists of four small cards.

South does not consider another bid. He has a bare minimum opening bid, and North's raise is far from forcing. South therefore becomes declarer at a contract of two hearts.

The Play

West opens the queen of clubs and South counts his losers.

He will surely lose one trick in spades, and may have to lose a trump trick. The loss in diamonds will be either one or two tricks, depending on whether or not his finesse works. South must also lose one club trick, but he will eventually be able to trump a small club with one of dummy's trumps. South expects to make his contract unless he is terribly unlucky.

Declarer wins the first trick in dummy with the ace of clubs and then leads a trump to begin the process of drawing trumps. South draws two rounds of trumps with the ace and king, after which East still has the queen of hearts. South does not bother to draw East's last trump. East will eventually win a trick with it, but South can go on with his own plan in the meantime.

South's only problem in this hand is to reduce the number of losing tricks in diamonds. He does this by way of a finesse.

South leads the jack of diamonds from his hand towards dummy's king. West plays low, and South plays a low card from dummy. To put it another way, he lets the jack of diamonds "ride" for a finesse.

If East had the queen of diamonds, he would win the trick and South's finesse would lose. As it happens, however, West has the queen of diamonds. Therefore South's jack is good enough to force out the ace. If East refused to take his ace at this time, South would be able to win the trick with his jack.

East returns the queen of spades, and South wins with the ace. Now South continues with another diamond finesse. He leads a low diamond from his hand and finesses the nine of diamonds from dummy. It would be equally correct to lead the ten of diamonds from his own hand just as the jack of diamonds was led earlier. The chief idea is to win a diamond trick with the ten or nine and to prevent West's queen from winning a trick.

When the finesse succeeds, the rest of the hand is routine. Declarer cashes dummy's king of diamonds and gives up a club trick. This must be done before South can lead his own third club and trump in the dummy.

East now takes his queen of hearts, removing one trump from the dummy. East then takes a spade trick, but South ruffs the next spade, ruffs his last club in dummy, and takes the last trick with his remaining trump.

He wins nine tricks, making his contract with an overtrick. He scores 60 points below the line and 30 points above the line.

DEAL No. 8

NORTH
♠ A 6
♥ 9 8 4
♦ 8 5 3
♣ A J 4 3 2

WEST
♠ Q J 10 9 2
♥ J 5 2
♦ 10 9 6 2
♣ 6

EAST
♠ 8 4 3
♥ K 10 7 3
♦ K Q
♣ K 9 8 7

SOUTH
♠ K 7 5
♥ A Q 6
♦ A J 7 4
♣ Q 10 5

South dealer

North-South vulnerable

SOUTH	WEST	NORTH	EAST
1 NT	Pass	3 NT	Pass
Pass	Pass		

The Bidding

South's opening bid of one notrump shows 16 to 18 points in high cards, with balanced distribution and at least three suits stopped. In this case, South has the minimum value of 16 points.

North, with a count of 9 points in high cards, knows that the combined count must be 25 to 27 points. Even if it turns out to be only 25 points, North's five-card suit should be worth something. North therefore jumps to three notrump even though he is not sure that the combined strength comes to the 26 points usually needed for game.

South does not dream of bidding again, even though he has a strong hand. His opening bid showed his full strength, and a good player avoids telling the same story twice over.

The Play

West leads the queen of spades and South counts his winning cards. As we have seen, it is customary to count *losers* when you are playing a trump contract. In the case of a notrump contract you count *winners*.

South can expect to win two sure tricks in spades, the ace and the king. He has one sure trick in hearts, the ace. There is one sure diamond trick, the ace. Declarer can also expect to win four tricks in clubs even if one trick must be given up to the king of clubs. The total comes to only eight tricks and declarer must therefore plan to get one additional trick from some other source.

South must try finesses in clubs and in hearts. If both finesses work, he will make ten tricks. If only one finesse works, he will make nine tricks. If both finesses lose, he will be defeated.

South wins the first trick with the king of spades. The ace of spades must be left in dummy to make sure that South will be able to enter the North hand later on if need be.

South's next leads the queen of clubs and lets it ride for a finesse. Both opponents play low clubs on this trick. Apparently, the finesse has worked.

South leads the ten of clubs, in order to continue the finesse. When West discards a diamond, it is clear that the first finesse didn't really succeed. East has the king of clubs and has simply

refused to take the first trick in the suit. If East refuses the second club trick also, South will be glad that he kept the ace of spades in the dummy. He will eventually have to use the ace of spades in this case, as a means of reaching the dummy in order to cash the long club suit. As it happens, East sees that he cannot stop the club suit, and therefore takes his king of clubs at this point.

East returns a spade, and dummy wins with the ace. Declarer now runs the rest of dummy's long club suit, discarding losers from his hand on the last two clubs.

Since the club finesse lost, South needs a successful heart finesse to bring his total up to 9 tricks. After running the clubs, therefore, declarer leads a heart from dummy and finesses the queen from his hand. The finesse succeeds, and South immediately cashes two red aces to fulfill his contract.

South wins nine tricks, scoring 100 points (game) below the line, and 700 points above the line for the rubber.

DEAL No. 9

NORTH
♠ 6 5 2
♥ K J 4
♦ A K 9 8 7
♣ K 5

WEST	EAST
♠ 8 4	♠ K 10 9
♥ 10 9 8 2	♥ A Q 5
♦ 10 5 4 2	♦ J
♣ 7 6 3	♣ J 10 9 8 4 2

SOUTH
♠ A Q J 7 3
♥ 7 6 3
♦ Q 6 3
♣ A Q

North dealer

Neither side vulnerable

NORTH	EAST	SOUTH	WEST
1 ♦	Pass	1 ♠	Pass
1 NT	Pass	3 ♠	Pass
4 ♠	Pass	Pass	Pass

The Bidding

North's opening bid of one diamond is based on 14 points in high cards alone. North also has a doubleton and a good rebiddable suit.

South has an obvious response of one spade. This promises only 6 points, but South may have far greater strength. In this case, South has 15 points in high cards.

North's rebid of one notrump shows a minimum opening bid.

South must make a forcing rebid. The jump to three spades is forcing to game.

With three spades and a doubleton, North prefers to raise spades rather than repeat notrump. If North had only two spades, he would bid three notrump rather than raise the spades.

The Play

West leads the ten of hearts, and South counts his losers. With bad luck, South may lose one spade and three hearts. He needs reasonable luck in those two suits in order to make his contract.

Declarer should finesse the jack of hearts from dummy at the first trick. A good opening leader will practically never lead away from an ace at a suit contract. For this reason, South assumes that East has the ace of hearts. If East also has the queen, nothing can be done; but if West has led from the queen of hearts, dummy's jack will force out the ace.

As it happens, East wins the first trick with the queen of hearts. East then returns the jack of diamonds.

Before playing to this trick, South should ask himself why East has returned dummy's best suit. The answer is simple. East must have a singleton diamond, and he hopes to trump a diamond later on.

Declarer wins the diamond return in dummy with the king in order to lead a trump from dummy for a trump finesse. South must draw trumps in order to prevent East from trumping a diamond, and trumps must be drawn with help of a finesse.

When East plays the ten of spades, South finesses the queen. Fortunately for declarer, this finesse works.

South must now enter dummy once more in order to repeat the trump finesse. South must lead the queen of clubs and overtake with dummy's king. It would be very foolish to lead a diamond to dummy, for this would give East his chance to trump.

After entering dummy with the king of clubs, declarer leads another trump. East follows suit with the nine of spades, and South finesses the jack. The finesse succeeds, and the contract is now safe.

By counting the trumps, South makes sure that only the king of spades is now left out against him. He captures this by leading out the ace of spades. This completes the process of drawing trumps.

Only now is it safe for South to continue the diamonds. He does so by leading the queen from his own hand. East discards a club, confirming our impression that the jack of diamonds was a singleton.

South continues with another diamond, and can finesse dummy's eight of diamonds when West follows suit with a small card. This finesse is sure to succeed since East has already discarded on a round of diamonds.

Dummy's ace of diamonds clears the suit, and the nine of diamonds can then be cashed. South can discard losing hearts on the ace and nine of diamonds, thus earning two extra tricks.

East could have taken two tricks at the very beginning, and would have done so if South had been playing at a slam contract. Since South was playing for only

ten tricks, however, East took only one trick at the beginning, and then made a desperate attempt to defeat the contract. This cost him 30 points, which is only a trifle.

South scores 120 points (game) below the line and 60 points above the line for the extra tricks.

DEAL No.10

NORTH
♠ 10 8 6
♥ 6 5 2
♦ A Q 10 5
♣ A K J

WEST
♠ Q 9 7 4 2
♥ 8 3
♦ J 6
♣ Q 10 7 3

EAST
♠ K J 5 3
♥ K J 7
♦ K 9 8 4
♣ 9 4

SOUTH
♠ A
♥ A Q 10 9 4
♦ 7 3 2
♣ 8 6 5 2

North dealer

Neither side vulnerable

NORTH	EAST	SOUTH	WEST
1 ♦	Pass	1 ♥	Pass
1 NT	Pass	3 ♥	Pass
4 ♥	Pass	Pass	Pass

The Bidding

North's opening bid of one diamond is based on 14 points in high cards. North bids his only biddable suit.

South has an obvious response in his strong major suit. He promises only 6 points, but actually has 10 points in high cards and 2 points for the singleton.

North's rebid of one notrump shows a minimum opening bid.

South must then jump in his long suit to make sure of reaching a game.

North must now choose between three notrump and four hearts. He chooses the game in the suit since from his point of view one suit (spades) may be completely unstopped. If North had his strength in three suits, he would bid three notrump rather than four hearts.

The Play

This hand is an exercise in finessing. At first glance, South sees that he may lose two hearts, two diamonds, and one club. He needs fairly good luck with his finesses to make the game contract.

South wins the opening spade lead with the ace and enters dummy with the ace of clubs in order to start the trumps. There is no need to take a club finesse the first time this suit is played. The finesse can be postponed until the second round. In the meantime, conceivably, the queen of clubs may fall and the finesse may not be necessary after all.

Declarer leads a trump from dummy and finesses the ten from his hand when East plays low. This is a *double finesse* since South is finessing against *two* missing high cards. Fortunately for declarer, East has both the king and jack of hearts, and the double finesse succeeds.

South must now reach dummy again for a second trump finesse. In order to reach dummy, declarer tries the club finesse. Dummy's jack of clubs wins the trick, and declarer can now try another heart finesse.

This time East plays the jack of hearts, and South must play the queen for his finesse. West follows suit with a low trump, and the second finesse therefore succeeds. Since South has counted carefully, he knows that only the king of trumps is left out. He therefore leads the ace of hearts in order to draw this last trump.

South is now ready to try the same type of double finesse in diamonds. He leads a low diamond from his hand and finesses dummy's ten. This time he is not so lucky. East wins with the king of diamonds.

This is as much luck as South needs. No further finesse is necessary since dummy's ace and queen of diamonds are now high. If East had won with the jack of diamonds, South would still have needed a further diamond finesse.

South takes his winning tricks, hoping that his own last club or dummy's last diamond will become established. Since neither suit breaks favorably, South must lose his last club at the end. Nevertheless he still makes eleven tricks, scoring 120 points (game) below the line and 30 points above the line.

DEAL No.11

NORTH
♠ 7 6 2
♥ 9 5
♦ A K J 6 5
♣ Q J 10

WEST
♠ Q 5
♥ Q 10 6 2
♦ 8 2
♣ 9 6 5 3 2

EAST
♠ K 4 3
♥ J 8 4
♦ Q 10 9 3
♣ A 8 7

SOUTH
♠ A J 10 9 8
♥ A K 7 3
♦ 7 4
♣ K 4

South dealer

North-South vulnerable

SOUTH	WEST	NORTH	EAST
1 ♠	Pass	2 ♦	Pass
2 ♥	Pass	2 ♠	Pass
3 ♠	Pass	4 ♠	Pass
Pass	Pass		

The Bidding

South has an obvious opening bid of one spade. He has 15 points in high cards, and 2 points for the two doubletons. Following the general rule, he bids his longer biddable suit first.

North can well afford to respond at the level of two since he has 11 points in high cards alone.

South's next step is to show his other biddable major suit.

North can now show a preference for spades. With slightly greater strength, North could show a jump preference by jumping to three spades over two hearts. In this case, North has

very little more than he has already promised by his first response. He therefore cannot afford the jump in spades.

South adds his own points to those promised by his partner and sees that the combined count is enough for game. The only question is how well the hands fit. In order to suggest that game is likely but not certain, South proceeds on to three spades.

North can afford to accept this invitation. He has 11 points in high cards instead of the minimum value of 10. Moreover, North has three trumps and a doubleton and therefore knows that the hands will fit reasonably well. He bids game, and South is happy to pass.

The Play

West leads the three of clubs, and South should pause to make a plan even though his play to the first trick is fairly automatic.

South must expect to lose a club. He must take care of his hearts by discarding one on a club and ruffing the other with one of dummy's small trumps. He must plan to reduce the trump loss by way of a finesse.

Having planned thus far, South can afford to play to the first trick. He plays dummy's ten of clubs, and East wins with the ace. South drops the king of clubs from his own hand to create an entry to dummy. This does not increase the number of club tricks, but it allows declarer to win the next club trick in dummy rather than in his own hand.

East returns the four of spades, and South finesses the jack. This, like the play in Deal No. 10, is a *double finesse*. This time the missing honors are the king and queen rather than the king and jack. Declarer must expect to lose one finesse, but can then hope to win the next one.

West wins the second trick with the queen of spades and returns a diamond.

Declarer wins the third trick with dummy's king of diamonds. No finesse is necessary in this suit, since declarer needs only the two top diamonds to carry on with his plan. It would be foolish to take an unnecessary finesse, since finesses sometimes lose.

South cannot afford to take another trump finesse immediately, since West might be able to win and might then return a third trump. In that case, no trumps would be left in dummy to take care of South's losing heart.

To avoid this fate, South takes the top hearts immediately and ruffs a low heart with one of dummy's small trumps.

It is still not the right time for a trump finesse. If the finesse lost, South would be left with a losing heart. It is necessary, therefore, to take the queen and jack of clubs, so that South can get rid of his last losing heart.

Only at the ninth trick can South afford to resume the play of trumps. He leads a trump from dummy and finesses the ten from his hand. This finesse works, and South can then draw the last trump with his ace.

South wins eleven tricks, scoring 120 points (game) below the line, and 30 points above the line. He also scores the rubber bonus of 700 points.

DEAL No. 12

NORTH
♠ 10 9 4 2
♥ 7 4
♦ K Q 7 4
♣ A 8 4

WEST
♠ A 6 3
♥ J 9 8 6
♦ 9 3 2
♣ K 7 5

EAST
♠ 5
♥ K Q 10 2
♦ A 10 8 5
♣ J 10 9 3

SOUTH
♠ K Q J 8 7
♥ A 5 3
♦ J 6
♣ Q 6 2

South dealer

Neither side vulnerable

SOUTH	WEST	NORTH	EAST
1 ♠	Pass	2 ♠	Pass
Pass	Pass		

The Bidding

South's opening bid of one spade is based on 13 points in high cards, and 1 point for the doubleton. South has a good rebiddable suit as well.

North's raise to two spades shows about 7 to 10 points with trump support. In this case, North has the maximum value since he has 9 points in high cards and 1 point for the doubleton.

South cannot bid again since he has a bare minimum opening bid.

The Play

West opens the six of hearts, and South counts his losers. He must surely lose one trick to the ace of trumps, and another to the ace of diamonds. He can give up one heart trick and eventually trump his last heart with one of dummy's small trumps. There is some possibility of losing two club tricks.

At worst, therefore, South will lose only five tricks. Nevertheless, South makes his plan in the hope of winning an extra trick or so.

South wins the first trick with the ace of hearts and immediately leads the jack of diamonds. The idea is to force out the ace of diamonds and thus establish both of dummy's high cards as winners. South expects to discard a club on one of dummy's high diamonds.

The jack of diamonds holds, since East refuses the trick. South continues with another diamond, playing the queen from dummy. This time East takes the ace.

East returns the jack of clubs, and South plays the queen as a sort of finesse. If East has the king of clubs, declarer's queen will hold this trick.

As it happens, West plays the king of clubs and dummy must win with the ace. Now the clubs are wide open, but fortunately South has already provided for this. He immediately cashes dummy's king of diamonds, discarding a club from his hand.

Now we can see why declarer led diamonds immediately, even before drawing trumps. It was necessary to set up dummy's diamonds before the opponents could set up and cash their club tricks. South has barely managed to

win this race. If he had stopped to lead trumps first, the opponents would have won the race and would have cashed two club tricks.

After cashing the king of diamonds, declarer turns his attention to trumps. The king of spades forces out the ace, and the opponents then cash a club trick. South trumps the next club and draws the rest of the trumps. One trump is then left in dummy to take care of South's last heart.

South makes his contract with an overtrick. He scores 60 points below the line, and 30 points above the line.

DEAL No. 13

NORTH
♠ Q 10 6
♥ K J 10 3
♦ Q 8 7 3
♣ 9 4

WEST
♠ 9 8 5
♥ 9 6
♦ J 10 6 2
♣ 10 8 7 5

EAST
♠ 7 3
♥ A Q 7 5 2
♦ 9 4
♣ A J 6 3

SOUTH
♠ A K J 4 2
♥ 8 4
♦ A K 5
♣ K Q 2

South dealer

East-West vulnerable

SOUTH	WEST	NORTH	EAST
1 ♠	Pass	2 ♠	Pass
4 ♠	Pass	Pass	Pass

The Bidding

South has an obvious opening bid of one spade with 20 points in high cards and 1 point for the doubleton. His hand is not quite worth a forcing opening bid of two spades. An opening bid of one in a suit may be made on a very strong hand.

North's raise shows 7 to 10 points with trump support. In this case, North has 8 points in high cards, and 1 point for the doubleton.

South can well afford to jump all the way to game after North's raise.

The Play

West opens the nine of hearts, and South sees that he may be obliged to lose two hearts and one club. He can afford to lose these three tricks, but must make sure to lose no others.

West's opening lead is pretty surely the top of a short holding of some kind. West may have a singleton heart, a doubleton, or perhaps even three headed by the nine.

East wins the first two heart tricks and leads a third heart.

This is where South must show that he knows what is going on. Unless South takes drastic measures, West will trump the third heart.

South averts this disaster by ruffing with a high trump. This shuts out any possible overruff by West. If South had ruffed with a low trump, West would have been happy to overruff.

South next draws three rounds of trumps and cashes the top diamonds. He can then discard a

club on the king of hearts, give up one club to the ace of clubs, and claim the rest of the tricks.

South scores 120 points (game) below the line.

DEAL No. 14

NORTH
♠ A J 3 2
♥ K 5
♦ 6 4
♣ A K Q 10 5

WEST
♠ 8
♥ J 10 9 4 2
♦ K J 5
♣ J 9 6 3

EAST
♠ 10 9 5
♥ A Q 6 3
♦ Q 10 9 7 2
♣ 8

SOUTH
♠ K Q 7 6 4
♥ 8 7
♦ A 8 3
♣ 7 4 2

North dealer

East-West vulnerable

NORTH	EAST	SOUTH	WEST
1 ♣	Pass	1 ♠	Pass
3 ♠	Pass	4 ♠	Pass
Pass	Pass		

The Bidding

North's opening bid of one club is based on 17 points in high cards alone. With biddable suits of unequal length (clubs and spades) North properly bids the longer suit first.

With 9 points in high cards, South must respond. He can well afford to respond at the level of one in his long suit – spades.

With good support for spades, North must raise. The only question is how high. North's full count is 17 points for high cards and 2 points for the two doubletons. The total of 19 points enables him to jump to three spades. With another point or two, North would jump all the way to game.

North's jump to three spades is invitational but not forcing. South's problem is whether to accept the invitation. North's jump raise shows about 17 to 19 points. South adds his own 9 points and discovers that the combined count must be more than 26 points. Since this should be enough for game, South has no hesitation in accepting the invitation to game.

The Play

West opens the jack of hearts, and South plans the play. There is reason to fear that two heart tricks must be lost. There are no losers at all in the black suits. South hopes to discard both of his low diamonds on dummy's long club suit. If all this can be accomplished, South will lose only two heart tricks, making his contract with an overtrick.

Having made his plan, declarer puts up the king of hearts from dummy at the first trick. East wins with the ace of hearts and immediately cashes the queen of hearts.

East next returns a diamond, and South must take the ace at once. South hopes to get rid of both of the low diamonds, so there is no conceivable reason for playing a low diamond at this stage.

The next step is to draw trumps. South expects eventually

to run dummy's long club suit, and he must first draw trumps to make sure that no opponent can trump one of the good clubs. South succeeds in drawing trumps at Tricks 4, 5, and 6. This exhausts all trumps held by the opponents. The next step is to develop the clubs. South leads a club to dummy's queen and then continues with the ace of clubs. South stops for thought when East discards a heart on the second round of clubs.

South must stop to count the clubs. Only seven clubs have been played on the first two tricks. Declarer can see three more clubs in dummy and one more in his own hand. This comes to a total of eleven clubs. Since there are thirteen cards in each suit, West must still have the two missing clubs.

If dummy continues with another high club, West will be able to play his remaining small club. West will then have the jack of clubs, thus controlling the rest of the suit.

Since South wants to run the entire club suit, he must find some way to prevent West from winning a trick with his jack of clubs. A finesse is the answer to this problem.

Declarer gets to his own hand by leading a low trump to his own king. This puts him in position to lead a club through West towards the dummy.

When West plays a low club, dummy's ten of clubs can be finessed. This finesse is not a gamble, for East is known to have no more clubs. It is an "established" finesse.

After finessing the ten of clubs, declarer continues with dummy's top club. The jack of clubs falls on this trick, and dummy's last club is good for a trick. South discards low diamonds on the last two clubs and thus makes his contract with an overtrick.

South scores 120 points (game) below the line and 30 points above the line.

DEAL No. 15

NORTH
♠ K J 10 5
♥ 7
♦ K 9 4
♣ A 7 6 4 3

WEST
♠ 6
♥ Q J 10 6 3
♦ J 7 5 3
♣ Q 10 9

EAST
♠ 7 3 2
♥ K 9 8 5 2
♦ A Q 2
♣ J 8

SOUTH
♠ A Q 9 8 4
♥ A 4
♦ 10 8 6
♣ K 5 2

South dealer

Both sides vulnerable

SOUTH	WEST	NORTH	EAST
1 ♠	Pass	3 ♠	Pass
4 ♠	Pass	Pass	Pass

The Bidding

South's opening bid of one spade is based on 13 points in high cards and 1 point for the doubleton. This is a minimum opening bid.

North's raise to three spades shows strong trump support of four cards or more, with 13 to 16 points. In this case North has 11 points in high cards and 2 points for the singleton.

South must proceed to game, since North's double raise is forcing. The only question is whether to bid three notrump or four spades. With a four-card suit, South would bid three notrump. With a five-card suit, South decides to bid four spades. It is usually easier, and almost always safer, to play the hand at a good trump suit instead of notrump.

The Play

West opens the queen of hearts, and South makes his plan. There are no losers in the trump suit. South expects to trump his low heart, and can therefore avoid loss of a heart trick. The diamonds are dangerous. With bad luck, South may lose three diamond tricks. South must also expect to lose a club trick sooner or later.

Since there is some danger of losing three diamonds and one club, South must find a way to eliminate one losing trick. The best chance is to develop dummy's long club suit in the hope of discarding a diamond or two. If this plan fails, South may still fall back on a successful finesse in diamonds.

South wins the first trick with the ace of hearts and draws three rounds of trumps as his first step. This still leaves one trump in dummy which can be used eventually to ruff declarer's small heart.

The next step is to work on the clubs. There will be time later on to ruff South's losing heart with dummy's last trump.

South begins the clubs by taking the king and then leads a low club towards dummy. Since one club trick must be lost no matter what happens, Declarer plays a low club from dummy, thus giving this trick to the defenders.

As it happens, East is obliged to win this trick. East cannot lead through dummy's king of diamonds. If West had won this club trick, West would be delighted to lead a diamond through the dummy's king. This would put the defenders in position to take a finesse. As it is, if *East* led diamonds, dummy's king would be sure to win a trick.

For lack of anything better to do, East returns a heart. Dummy ruffs, cashes the ace of clubs, and is then in position to win two more tricks with the low clubs. South discards two low diamonds, and can then give up a diamond trick and claim the rest with his last two trumps.

South makes his contract with an overtrick. He scores 120 points (game) below the line, and 30 points above the line, together with the rubber bonus of 500 points.

DEAL No. 16

NORTH
♠ A 7
♥ K 7 3
♦ 6 5 3 2
♣ A K 7 4

WEST	EAST
♠ K 10 8 5 2	♠ J 9 4
♥ 10 8 2	♥ Q J 9 6
♦ A 9 4	♦ K 10 8
♣ Q 9	♣ J 10 8

SOUTH
♠ Q 6 3
♥ A 5 4
♦ Q J 7
♣ 6 5 3 2

North dealer
Both sides vulnerable

NORTH	EAST	SOUTH	WEST
1 ♣	Pass	1 NT	Pass
Pass	Pass		

The Bidding

North's opening bid is based on 14 points in high cards. Only the club suit is biddable, so North has no problem in choosing his opening bid.

South's response of one notrump shows a count of 6 to 10 points with no suit worth bidding. In this case, South has 9 points in high cards.

The Play

West opens the five of spades, and South plans the play. Since the hand is being played at notrump, South counts his winners.

South is sure to win two spade tricks, since the opening lead gives declarer a *free finesse*. We will have more to say about this subject in a little while.

South also has two top cards in hearts and two more top cards in clubs. The total is six tricks at this moment.

South must develop one additional trick to make his contract. He can do so either by developing a low club or one of the honors in diamonds. Which should he choose?

South can actually play for both possibilities. He can try the high clubs, to find out whether or not the suit will break normally. If it does, this plan will work. If the clubs break badly, South will still have time to switch to diamonds.

At the first trick, South plays a low spade from dummy. This gives him a *free finesse*. If East is able to play the king of spades, South can play low from his own hand. He will eventually win one trick with dummy's ace and another with his own queen. If East is not able to play the king of spades at Trick 1, South will be able to win the trick immediately with his queen. This is a very common position and should be noted carefully.

As it happens, East plays the jack of spades at Trick 1. South is thus able to win the first trick with his queen. He naturally does so.

Declarer next cashes dummy's top clubs. Since both opponents follow suit to both rounds of clubs, declarer knows that the suit is sure to break favorably.

Eight clubs fall on the first two tricks in the suit, and declarer can see two additional clubs in the dummy and two more in his own hand. This comes to twelve, leaving only one club out against him.

Declarer continues by giving up a club trick. This establishes the rest of the clubs. Dummy's remaining club and South's remaining club are both good, but both must unfortunately be played at the same trick. South can get only one trick out of these two winners.

After winning his club trick, East returns a spade. It is good policy for the defenders at a notrump contract to keep hammering away at the same suit.

Dummy takes the ace of spades and immediately cashes the good club. Declarer then makes sure of his contract by cashing the top hearts. The defenders then easily win the rest of the tricks.

South scores 40 points below the line.

DEAL No. 17

NORTH
♠ A K
♥ K J 2
♦ 7 6 3 2
♣ A K Q 3

WEST	EAST
♠ Q 10 7 3 2	♠ J 9 4
♥ Q 8 6 4	♥ 10 9 5
♦ A 10 8	♦ J 9 4
♣ 10	♣ J 9 8 6

SOUTH
♠ 8 6 5
♥ A 7 3
♦ K Q 5
♣ 7 5 4 2

North dealer
North-South vulnerable

NORTH	EAST	SOUTH	WEST
1 ♣	Pass	1 NT	Pass
3 NT	Pass	Pass	Pass

The Bidding

North's opening bid is based on 20 points in high cards. His hand is too strong for an opening bid of one notrump, but not strong enough for an opening bid of two notrump. He opens with one of a suit, intending to make a strong bid at his next turn.

South's response of one notrump shows 6 to 10 points, with no suit worth bidding. In this case, South has 9 points.

North can well afford to jump to three notrump. Even if South has only 6 points, the combined count will be 26, which should be enough for game.

As a matter of fact, North does not expect that the response of one notrump is based on only 6 points. Experienced players avoid a response of one notrump to partner's opening bid of one club with only 6 or 7 points. With such a poor hand it is usually better policy to "manufacture" a response in diamonds. If the diamonds are too short and no other four-card suit is biddable, South can usually raise to two clubs. In this case, of course, South had far more than minimum values and could well afford to make the response of one notrump.

The Play

West opens the three of spades, and South plans the play. Since

the hand is being played at no-trump, declarer counts his winners with the idea of getting at least nine winning tricks.

There are two sure winners in spades, two sure winners in hearts, and three sure winners in clubs. Two additional tricks must be won.

If the clubs break normally, dummy's last club will be good. South can develop one trick in diamonds even if he must lose one of his honor cards to the ace. If the ace is favorably located, South will be able to take both of his high cards and will thus win two diamond tricks. A further possibility is a finesse in hearts.

Since there are three suits in which to develop tricks, South must decide in which order to make his attempts. If possible, he will try all three suits.

Dummy wins the first trick with the king of spades, and declarer immediately leads a low diamond from the dummy in the hope of developing two diamond tricks.

East plays low, and South puts up the king of diamonds. This is a type of finesse. If East has the ace of diamonds, South's king will win the trick.

As it happens, West plays the ace of diamonds, capturing declarer's king. Now South knows that he can win only one diamond trick.

West leads another spade, and dummy wins with the ace. At this moment only eight tricks are in sight, and South must look for a new way to develop his ninth trick.

Declarer begins on the clubs, cashing the ace and king. West discards a heart on the second club, thus serving notice on declarer that the suit will not break well. Only seven clubs have been played on the first two tricks in the suit, and declarer can see two additional clubs in the dummy and two more in his own hand. This accounts for eleven of the thirteen cards in the suit. East must still have two clubs, and both of these are higher than dummy's low club or South's low clubs. It is clear that no additional trick can be won in clubs.

Declarer now tries the third suit in the search for his ninth trick. He leads a low heart from dummy to his ace and then returns a low heart towards dummy's K-J. West plays a low heart, and declarer finesses dummy's jack of hearts. This finesse will succeed if West happens to hold the queen of hearts.

South has been unlucky twice in this hand, but he strikes some luck on his third attempt. The heart finesse succeeds. Declarer now proceeds to take the rest of his tricks. South scores 100 points (game) below the line and the rubber bonus of 700 points above the line.

DEAL No. 18

NORTH
♠ A Q J 8 5
♥ 8 2
♦ 9 6
♣ 8 7 4 2

WEST
♠ 9 3 2
♥ 7 4
♦ Q J 10 7
♣ A Q J 9

EAST
♠ K 10 6
♥ A 10 6
♦ K 5 4 2
♣ 10 5 3

SOUTH
♠ 7 4
♥ K Q J 9 5 3
♦ A 8 3
♣ K 6

South dealer

East-West vulnerable

SOUTH	WEST	NORTH	EAST
1 ♥	Pass	1 ♠	Pass
2 ♥	Pass	Pass	Pass

The Bidding

South's opening bid of one heart is based on 13 points in high cards and 2 points for the doubletons. This is a minimum opening bid, but South makes a note of the fact that he has a rather strong suit.

North's response of one spade promises only 6 points. In this case, North has 7 points in high cards and 2 points for the doubletons. It is a poor hand, but it is worth one response.

South must bid again, since North's response in a new suit is forcing for one round. With a minimum opening bid, South must make a minimum rebid of some kind. His choice is easy since he has a very good suit, as we have noted. He rebids his heart suit.

North lacks the strength for a second response. He has given his partner one chance to show great strength, but it is clear that South has no great strength to show. Since game is out of the question, North passes.

The Play

West opens the queen of diamonds, and South makes his plan. Since the hand is being played at a trump contract, South counts his losers.

South may have to lose a spade trick if the finesse should fail. South must surely lose a trump trick, since it is never possible to prevent the ace of trumps from winning a trick. South must lose one diamond trick in any case, but he can plan to ruff one of his low diamonds in the dummy. South will lose one or two clubs, depending on whether or not the ace is in favorable position. If East has the ace of clubs, South will be able to win a trick with his king; if West has the ace of clubs, South must lose two club tricks.

The count of losers is a bit uncertain, but South will still be able to make his contract even if he loses one spade, one heart, one diamond, and two clubs.

Dummy and East play low diamonds at the first trick, and South likewise plays a low diamond, refusing the trick. This is a very advanced play. Make a note of it even if you don't fully understand it at this stage.

South wants to ruff his eight of diamonds in the dummy. If he

begins by taking the ace of diamonds and then gives up a diamond, the opponents will then lead out the ace of trumps and another trump. This will take all of the trumps out of the dummy, and South will not be able to ruff his last diamond.

South improves his chances slightly by refusing the first trick. If the opponents lead another diamond, he can take his ace and can then ruff his last diamond in dummy. If the opponents instead switch to trumps, they can take dummy's trumps away and thus prevent declarer from ruffing a diamond. However, in that case, South will still have the ace of diamonds in his hand. The opponents will not be in position to capture a second diamond trick immediately.

At Trick 2, West adopts the best defense by returning a trump. East takes the ace of hearts and leads another heart. This takes trumps out of the dummy and prevents declarer from ruffing a diamond.

South wins the second trump trick and continues with a third trump to complete the job of drawing trumps. He did not expect to draw trumps immediately since he wanted to ruff a diamond. Since the job has been done for him, however, he finishes it.

The next step is to try the spade finesse. South leads a low spade from his hand and finesses the jack of spades. East plays a low spade, and the finesse has therefore succeeded.

Declarer is now in position to try the clubs. He leads a club towards his king, losing to West's ace. This, likewise, is a type of finesse. However, this finesse was unsuccessful.

West continues with high clubs, and South ruffs the third round of clubs to stop that suit.

Before leading another spade, South leads out the rest of his trumps. If the opponents unwisely discard enough spades, he may be able to win the rest of dummy's suit.

As it happens, the opponents are too cautious to discard many spades. South must therefore tackle the spades once more without a great deal of information to guide him.

At Trick 11, South leads another spade towards dummy. Should he try another finesse?

As a prudent player, South should not try another finesse. If East is a good player, he may have refused the first spade trick even if he has the king of spades. An inexperienced player will always take a trick when it is offered to him, but a shrewd and experienced player will often refuse it. In this case, if South tried a second spade finesse, he would never win a trick with dummy's ace of spades.

Playing it safe, declarer puts up dummy's ace of spades at Trick 11. He then takes his ace of diamonds to make sure of fulfilling his contract. When playing contract bridge, it is sound policy to make sure of your contract first and worry about the extra tricks later.

South scores 60 points below the line.

DEAL No. 19

NORTH
♠ 7 4 2
♥ J 8 3
♦ K 9 4
♣ A Q J 9

WEST
♠ K 8 3
♥ 6 2
♦ 8 7 6 3
♣ 10 7 6 3

EAST
♠ 5
♥ A Q 10 7 4
♦ Q J 10 5 2
♣ K 4

SOUTH
♠ A Q J 10 9 6
♥ K 9 5
♦ A
♣ 8 5 2

South dealer

North-South vulnerable

SOUTH	WEST	NORTH	EAST
1 ♠	Pass	2 ♣	2 ♥
2 ♠	Pass	3 ♠	Pass
4 ♠	Pass	Pass	Pass

The Bidding

South's opening bid is based on a count of 14 points in high cards and 2 points for the singleton. Since he has only one long suit, there is no question about his opening bid.

North's hand is too good for a single raise, since a single raise shows only 7 to 10 points and North has 11 points. North's procedure is to show his own suit first and to raise the spades later if South can rebid the suit.

After North's response of two clubs, South merely rebids his spades. Up to this stage, South knows nothing about his partner's spade support.

North completes his story by raising to three spades. This indicates a hand of about 11 or 12 points with support for a rebiddable spade suit.

South has no hesitation in accepting the invitation to game. He might pass with a hand of only 13 or 14 points, but since his first count alone gave him 16 points, he is perfectly happy to go on to game.

South's hand is worth slightly more than 16 points after his partner has raised spades. South may then add points for each spade over four in the length of his good suit. That is, he adds one point for his fifth spade and 2 additional points for his sixth spade.

Perhaps another way of putting it is that you need 26 points for game with a moderate fit with partner. When partner can support your good suit, you can bid game with only 25 points when you have a five-card suit. After partner's raise, you can bid game with only 23 points if you have a strong six-card suit.

These are rather fine points of bidding and the beginner may disregard them until he has gained some experience.

The Play

West opens the six of hearts, and South plans the play. South is in danger of losing one spade, two hearts, and a club. He must find a way to reduce this loss by one trick.

East plays the ten of hearts at the first trick, and South wins with the king. South realizes that

he can obtain one discard on dummy's king of diamonds. What should he discard?

South decides to discard a heart on dummy's king of diamonds. It will do South no good to discard a club. If West has the king of clubs, South can avoid the loss of a club trick by taking two finesses through West. If East has the king of clubs, South must lose a club trick whether or not he discards a club on dummy's king of diamonds. Either way, South cannot gain anything by discarding a club. However, if South discards a heart on dummy's king of diamonds, he will surely save one trick.

South's plan virtually guarantees his contract, and he therefore decides to play it as safely as possible. He must make sure of getting his discard before the opponents regain the lead and take their heart tricks.

At Trick 2 South leads the ace of spades to draw a round of trumps. He cannot draw a second trump, since then the opponents would take the king of spades and lead hearts before South has obtained his discard. South cannot afford to give up the lead.

South's next step is to cash the ace of diamonds in order to get it out of the way. He cannot discard on dummy's king of diamonds until he has first cleared the road by taking the ace of diamonds.

Next, South leads a club to dummy's ace. It is necessary to reach dummy in order to take the king of diamonds. South dares not risk the club finesse, since that would give the opponents a chance to cash their heart tricks.

This brings us to the chief point of the hand. We have seen many examples of useful finesses, but now we see *a finesse that must be avoided.* Do not take a finesse that endangers your contract if you can make your contract without a finesse.

After taking the ace of clubs, Declarer cashes the king of diamonds in order to discard one of the hearts. This is the key play of the hand.

Declarer can then go about the business of drawing the rest of the trumps. He gives up a trump trick to the king of spades, whereupon the opponents try to take their heart tricks. South ruffs the ace of hearts with a high trump in order to make sure that he cannot be overruffed. He then draws the last trump and sets up another club trick by knocking out the king of clubs. South wins the last three tricks with his two trumps and dummy's high club.

South scores 120 points (game) below the line. His score above the line is 700 points for the rubber and 100 points for honors.

DEAL No. 20

NORTH
♠ A J 3 2
♥ 8
♦ Q 10 7 3
♣ 10 4 3 2

WEST
♠ 4
♥ A K J 10 7 3
♦ 8 5 4
♣ K 9 5

EAST
♠ 8 7 6
♥ 6 5
♦ K J 9 2
♣ Q J 7 6

SOUTH
♠ K Q 10 9 5
♥ Q 9 4 2
♦ A 6
♣ A 8

South dealer

North-South vulnerable

SOUTH	WEST	NORTH	EAST
1 ♠	2 ♥	2 ♠	Pass
3 ♠	Pass	4 ♠	Pass
Pass	Pass		

The Bidding

South's opening bid is based on 15 points in high cards and 2 points for the doubletons. He has a good rebiddable suit in spades and a weak, almost-biddable suit in hearts. Naturally the longer suit is bid first.

West overcalls in hearts. The overcall at the level of two usually shows a strong suit and strength that is not far different from what is required for an opening bid.

North's free raise to two spades shows good values for this raise. An ordinary raise may range from 7 to 10 points. A free raise is not made on the minimum values of 7 or 8 points but may be made on the higher values. In this case, North has 7 points in high cards and 2 points for the singleton.

South counts 15 points in high cards and 2 points for the doubletons. If North has 9 points, the combined count will be 26 points. Nobody could criticize South for jumping immediately to four spades. This is a borderline hand, however, and nobody can criticize South for bidding just three of his long suit.

North is happy to accept the invitation to game. His raise might have been based on three trumps and he is entitled to count something extra for the fact that he actually has four trumps. The most important fact of all is that North does not wish to "hang" one trick short of game.

The Play

West opens the king of hearts, and South plans the play.

South expects to lose one club, one diamond, and an unknown number of hearts. The trumps are quite solid. South will make his contract if he can trump three hearts in the dummy. This will limit the heart loss to one trick.

West shifts to a trump at Trick 2, and South wins in his own hand. He must save as many high trumps as possible in dummy to protect himself against an overruff.

At trick 3, South immediately leads a heart and trumps with dummy's small trump. Fortu-

nately, East must still follow suit and therefore cannot overruff dummy.

South returns to his hand with the ace of clubs. It would be equally correct to get to his hand by way of the ace of diamonds. The idea is to lead another heart, and it doesn't matter how South reaches his hand.

At Trick 5, South leads another heart and trumps in dummy. East is out of hearts, but he cannot overruff dummy's high trump. There would be a different story to tell if dummy had wasted a high trump at the third trick and now had to ruff with a low trump. In that case East would be able to overruff.

At Trick 6 South returns to his hand by way of his remaining ace. Once more the idea is to get to the South hand in order to ruff a heart.

At Trick 7 South leads his last heart and ruffs with dummy's last trump.

South is now safe. He can now let the opponents take one club and one diamond. After that, South will ruff with a high trump to make sure that nobody can overruff. Next he will draw the remaining trumps and will take the last trick with his last small trump.

South scores 120 points (game) below the line and 700 points above the line for the rubber.

DEAL No. 21

NORTH
♠ K J 3 2
♥ 8
♦ Q 10 7 3
♣ A 10 3 2

WEST
♠ 4
♥ A K J 10 7 3
♦ 8 5 2
♣ K 9 5

EAST
♠ 8 7 6
♥ 6 5
♦ K J 9
♣ Q J 7 6 4

SOUTH
♠ A Q 10 9 5
♥ Q 9 4 2
♦ A 6 4
♣ 8

South dealer

North-South vulnerable

SOUTH	WEST	NORTH	EAST
1 ♠	2 ♥	3 ♠	Pass
4 ♠	Pass	Pass	Pass

The Bidding

South's opening bid of one spade is based on 12 points in high cards and 2 points for the singleton. This is a minimum opening bid.

As in the previous hand, West overcalls in hearts.

North's jump to three spades shows strong trump support of four cards or more with a count of 13 to 16 points. In this case North has only 10 points in high cards and 2 points for the singleton. However, a singleton combined with four trumps is really worth about 3 points rather than only 2 points. North is entitled to "stretch" in this situation in order to jump to three spades.

The double raise is forcing to game, and South therefore goes on. Since his distribution is unbalanced, South naturally goes on to game in his long suit.

The Play

West opens the king of hearts, and South plans his play.

The plan is almost exactly the same as in Deal No. 20, except that this time South makes use of the play known as a "cross-ruff." That is, South ruffs one suit in dummy and a different suit in his own hand. South manages to ruff all of his losing hearts in the dummy, and gets to his hand by ruffing clubs. Note that in each case declarer makes the first ruff with a low card while there is the least danger of an overruff. Later on, when players are less likely to follow suit and an overruff is therefore more to be feared, declarer is able to ruff with high trumps in each hand.

The contract is easily made, and South scores 120 points (game) below the line and 700 points above the line for the rubber.

DEAL No. 22

NORTH
♠ K 5
♥ A Q 8 7 5
♦ A 6 5
♣ 8 6 5

WEST
♠ J 10 9 8 4
♥ 9 2
♦ K 8 3
♣ J 9 2

EAST
♠ Q 7 2
♥ K J 10 4
♦ 7 2
♣ Q 10 7 3

SOUTH
♠ A 6 3
♥ 6 3
♦ Q J 10 9 4
♣ A K 4

North dealer

Neither side vulnerable

NORTH	EAST	SOUTH	WEST
1 ♥	Pass	2 NT	Pass
3 NT	Pass	Pass	Pass

The Bidding

North's opening bid of one heart is based on 13 points in high cards and 1 point for the doubleton. This is a minimum opening bid.

South's response of two notrump shows 13 to 15 points with balanced distribution and stoppers in all of the unbid suits. In this case South has 14 points and excellent strength in the unbid suits.

North must bid again since the response of two notrump is forcing to game. Since North has balanced distribution he raises to game in notrump. If North had unbalanced distribution he would rebid the hearts or show a new suit.

After North's raise to game, South is content to pass. He has already told his full story and has no need to bid again.

The Play

West leads the jack of spades, and South plans the play. Since the hand is being played at no-trump, South counts his winners.

Declarer can surely win two tricks in spades, two in clubs, and one in hearts. The bulk of the tricks must come from diamonds. Declarer is sure to win four diamonds tricks and may succeed in winning five.

The hand presents no special problem, but South must still play it properly. The idea is to develop the diamond suit quickly.

South wins the first spade trick in his own hand in order to lead diamonds for a finesse.

At Trick 2 South leads the queen of diamonds towards dummy's ace. If West happens to hold the king of diamonds, the finesse will succeed.

West plays a low diamond, and declarer plays low from the dummy allowing the queen of diamonds to ride for a finesse. East likewise plays a low diamond and the queen of diamonds holds the trick.

South repeats his finesse by leading the jack of diamonds. When West plays low, declarer plays low from the dummy also. East follows with a low diamond and the finesse succeeds again.

A low diamond to dummy's ace picks up West's king of diamonds. Now declarer is sure to make all five diamond tricks.

Declarer gets to his hand with a high club at Trick 5 and then cashes his remaining diamonds at Tricks 6 and 7.

South can now afford to take the heart finesse since his contract is assured even if this finesse loses. He leads a low heart from his hand and plays the queen of hearts from the dummy. East wins with the king of hearts. This finesse happens to lose.

East returns a spade to dummy's king. Declarer can take the king of clubs and the ace of hearts, making his contract with an overtrick.

South scores 100 points (game) below the line and 30 points above the line.

DEAL No. 23

NORTH
♠ K 5
♥ A Q 8 7 5
♦ A 6 5
♣ 8 4 3

WEST
♠ J 10 9 8 4
♥ 9 2
♦ Q 10 7 3 2
♣ 6

EAST
♠ Q 7 2
♥ K J 10 4
♦ J 9
♣ K 10 9 7

SOUTH
♠ A 6 3
♥ 6 3
♦ K 8 4
♣ A Q J 5 2

North dealer

Neither side vulnerable

NORTH	EAST	SOUTH	WEST
1 ♥	Pass	2 NT	Pass
3 NT	Pass	Pass	Pass

The Bidding

North's bidding is exactly the same as in Deal No. 22 This is not surprising, since he has exactly the same hand.

South's response of two no-trump this time is based on 14 points in high cards as in the previous hand, but the hand is quite different. The same game contract is reached.

The Play

West leads the jack of spades, and South plans the play. As before, he counts his winning tricks. This time the bulk of the tricks must come from the long club suit in the South hand. Outside of clubs, South is sure to win two spades, two diamonds, and one heart. Declarer therefore needs four club tricks to make sure of his contract.

It is true that declarer may gain a second heart trick by way of a finesse, but this is not likely to be important. The hand will stand or fall on the club suit.

Declarer wins the first spade trick with dummy's king in order to begin the clubs from the correct hand. He plans to finesse the clubs and must therefore lead clubs from the dummy.

At Trick 2 dummy leads a low club and East follows with a small club. South plays the queen as a finesse, and West follows with a small club. The finesse succeeds.

In order to repeat the finesse, declarer must lead clubs again from the dummy. He gets to dummy for this purpose by leading a diamond to dummy's ace.

At Trick 4 dummy leads a low club, East follows with a low club, and South can finesse the jack. West discards a diamond and South can therefore place the two remaining clubs in the East hand.

South has already taken two clubs and is sure to win another with his ace. This is one trick short of what declarer needs for his game contract. How can he develop one additional trick?

A finesse in hearts offers declarer a chance to make an additional trick, but he should not be satisfied with a chance when he has a certainty. He can *surely* set up his last club and make sure of his contract.

At Trick 5 South cashes the ace of clubs. The next step is to give up a club to East's king. Now nobody has any more clubs except South. South's last club is therefore established.

East returns a spade and South wins with the ace. Declarer can now cash his last club, thus making sure of his contract.

South prudently cashes the king of diamonds and dummy's ace of hearts. It would be foolish to try the heart finesse. If it lost to the king, the opponents might be able to defeat the contract by taking enough spade tricks. As the cards lie, this would actually happen. Declarer's first duty is to make sure of his contract.

South scores 100 points (game) below the line.

DEAL No. 24

NORTH
♠ 9 4
♥ A K 8 6 2
♦ A K 6 3
♣ J 4

WEST
♠ K 10 3
♥ J 7
♦ Q J 10 8 2
♣ 9 8 2

EAST
♠ J 7 6 5 2
♥ Q 10 9 3
♦ 9 4
♣ A 6

SOUTH
♠ A Q 8
♥ 5 4
♦ 7 5
♣ K Q 10 7 5 3

North dealer

North-South vulnerable

NORTH	EAST	SOUTH	WEST
1 ♥	Pass	2 ♣	Pass
2 ♦	Pass	2 NT	Pass
3 NT	Pass	Pass	Pass

The Bidding

North's opening bid of one heart is based on 15 points in high cards and 2 points for the doubletons. With biddable suits of unequal length North quite properly bids the longer suit first.

South's response of two clubs shows a good suit with at least 10 points. In this case, South has a good rebiddable suit and 11 points in high cards.

At his second turn, North shows his other biddable suit. He is ready to go on in hearts if South can show support for that suit. It is important to show the diamonds at this stage, however, since this may help the partnership reach a good contract at notrump.

With 11 points in high cards, South can well afford to make a second response. South is glad to know that his partner can take care of both red suits. He himself has strength in both of the black suits. Hence South can try for game in notrump by bidding two notrump.

North's question is whether to accept the invitation to game. South's bidding shows at least 11 points, and North has 15 points in high cards. The total should be enough for game, and North therefore goes to game in notrump. No good fit in a suit has been discovered, and North has reasonably balanced distribution. There is therefore no reason to insist on a suit contract rather than notrump.

The Play

West opens the queen of diamonds, and South plans the play.

After careful study, South should see that most of his tricks must come from the long club suit. One club trick must be given up to the ace, but then the rest of the suit will be good. Hence South can expect to develop five club tricks.

Declarer can easily make the other tricks needed for his contract. Dummy will provide two top cards in each of the red suits, and South has the ace of spades in addition. Hence declarer is

sure of ten tricks if he plays the hand carefully.

Declarer wins the first diamond trick with dummy's king and immediately leads the jack of clubs. The idea is to force out the ace of clubs as soon as possible.

In developing a suit of this kind, the correct method is to lead the high cards from the *short* hand rather than the high cards from the long hand. In this case, the dummy has only two clubs and is therefore the short hand. South has six clubs and is the long hand. The idea is to prevent the short hand from blocking the long hand.

Dummy's jack of clubs holds the second trick, and declarer continues by leading dummy's other club. This time East takes his ace.

East returns the nine of diamonds, trying to establish the suit first led by his partner. Remember this when you are playing the defense against a notrump contract. It's usually wise to return your partner's suit and thus help develop his tricks. If you keep switching from one suit to another, you will only help the declarer.

Dummy wins the diamond return with the ace, and South gets to his hand with the ace of spades in order to cash the rest of the clubs. South must not risk the spade finesse, for this would cost him his contract. West would win with the king of spades and would cash the rest of his good diamonds. Do not take a finesse when your contract is already assured without it and when the loss of the finesse would cost you your contract.

South leads out his high clubs, after which his low club is established for a trick. He can then take dummy's top hearts, making his contract and an extra trick.

South scores 100 points (game) below the line and 30 points above the line together with 700 points for the rubber.

DEAL No. 25

NORTH
♠ Q 7 3
♥ Q 7 4
♦ 7 5 3
♣ A Q 4 3

WEST
♠ A K J 9 6
♥ 3
♦ K 6 2
♣ J 9 5 2

EAST
♠ 10 5
♥ K 8 6 2
♦ 10 9 8 4
♣ K 10 8

SOUTH
♠ 8 4 2
♥ A J 10 9 5
♦ A Q J
♣ 7 6

South dealer

Neither side vulnerable

SOUTH	WEST	NORTH	EAST
1 ♥	1 ♠	2 ♥	Pass
Pass	Pass		

The Bidding

South's opening bid of one heart is based on 12 points in high cards and 1 point for the

doubleton. It is correct to open this 13-point hand since South has a strong rebiddable heart suit and 2½ quick tricks.

After West's overcall of one spade, North's free raise shows that he has good values for his bid. The complete range of the single raise is 7 to 10 points. When an opponent overcalls, however, it is not necessary for the responder to raise on the minimum values of 7 or 8 points. The "free" raise shows at least 9 points. In this case North has 10 points in high cards but very poor distribution.

North's raise to two hearts is not forcing. Since South has a borderline opening bid, he is happy to pass and play the hand at a part score contract.

The Play

West opens the king of spades, and South plans his play.

It is very difficult to count his losers since he has finesses in three suits. If the finesses fail, South will lose a heart, a diamond, and a club. He may also lose as many as three spade tricks. If everything turns out badly, South will therefore lose 6 tricks and will be down one. If one of the suits turns out well, however, declarer will make his contract.

Declarer plays a low spade from dummy at the first trick, and East follows suit with the ten of spades. What is the significance of this high card?

South should suspect that East is very short in spades. West has overcalled in this suit, and therefore should have at least five spades. Dummy has three spades, and South likewise has three spades, accounting for eleven of the thirteen cards in the suit. Hence, East can have only two spades at most. What do you think is going to happen to dummy's queen of spades?

West continues with the ace of spades, and East follows suit with the five of spades. Why did East play the ten of spades first and the five of spades next?

East's *high-low* is a defensive signal. This asks his partner to continue the suit. There are many reasons for asking a partner to continue a suit. In this case, East wants to trump dummy's queen of spades.

West obediently continues with a spade and East trumps dummy's queen.

East returns a diamond, and South tries the finesse. The queen of diamonds loses to West's king.

West returns the deuce of clubs, and once more declarer should try the finesse. The finesse of dummy's queen of clubs loses to East's king. This seems to be an unlucky hand.

East returns another diamond, and South wins with the ace. Why does South play the ace rather than the jack? If he wins the trick with the *jack*, it will be evident to both opponents that South also holds the ace. When South wins the second round of diamonds with the *ace*, however, neither opponent can be quite sure who holds the jack. Each one may think that his partner holds the jack. It usually pays to keep your opponents in the dark.

South next leads a club to dummy's ace in order to lead trumps from the dummy. South plans to try a finesse in the third suit in order to have a chance for his contract. It would do South no good to lead hearts from his own hand, since then he would surely lose a trump trick.

Declarer begins the trumps at Trick 8 by leading the queen of hearts from dummy. As we will soon see, it is important to lead the *queen* of hearts rather than one of the low hearts.

East plays a low heart and South likewise plays low, allowing dummy's queen to ride for a finesse. West plays low, and the finesse succeeds.

Since dummy's queen has won the trick, declarer remains in the dummy and can *repeat* the finesse. This was the reason for leading the queen rather than a low trump. If declarer had led a low trump from dummy, he would have been compelled to win the finesse in his own hand. Then he would have been unable to get back to dummy to repeat the trump finesse.

At Trick 9 dummy leads another trump to repeat the finesse. East plays low, and South finesses the jack. West discards a spade, and it is clear that the finesse has succeeded.

South now counts the trumps carefully. Seven have been played on these two rounds of trumps. Declarer also remembers that East used a trump at the third trick. Since this was several tricks earlier in the play, it is easy to forget about it unless care is exercised. This accounts for eight trumps, and South can see three in his own hand and one in the dummy. Hence it is clear that East can have only one trump left – the king.

South leads the ace of hearts at Trick 10, capturing the king. Declarer can then easily win the rest of the tricks with the last two trumps and the jack of diamonds.

South scores 60 points below the line.

DEAL No. 26

NORTH
♠ Q 5
♥ J 8 7 3 2
♦ 6 3 2
♣ A J 7

WEST	EAST
♠ K 10 7 6 2	♠ J 9 3
♥ K 4	♥ Q 10 9 5
♦ 5	♦ K 9 8 7
♣ 9 8 5 4 3	♣ 10 6

SOUTH
♠ A 8 4
♥ A 6
♦ A Q J 10 4
♣ K Q 2

South dealer

Neither side vulnerable

SOUTH	WEST	NORTH	EAST
1 ♦	Pass	1 ♥	Pass
2 NT	Pass	3 NT	Pass
Pass	Pass		

The Bidding

South's opening bid of one diamond is based on 20 points in high cards. South is too strong for an opening bid of one notrump, but not strong enough for an opening bid of two notrump.

He bids his suit first, intending to make a jump bid later.

North's response of one heart promises only 6 points. In this case North has 8 points in high cards and a five-card suit.

South jumps to two notrump, showing about 19 or 20 points. With one point more, South would jump to three notrump.

North is happy to accept this invitation to game. He adds his own 8 points to those shown by his partner and sees that the total must be 27 or 28 points. This should be more than enough for game.

The Play

West opens the six of spades, and South plans the play. Declarer can expect to make either one or two spade tricks, depending on what happens at the first trick. He is sure to win one heart and three clubs, but the bulk of the tricks should come from the strong diamond suit. South must plan to try a finesse in diamonds.

Declarer hopefully plays the queen of spades from dummy at the first trick. This will win the trick if West has led from the king of spades, In other words, *the play is a type of finesse.* Fortunately for South, the queen of spades wins the first trick.

Declarer immediately leads a low diamond from dummy and finesses the queen from his hand. West follows suit with a low diamond, and the finesse succeeds.

South must return to dummy in order to repeat the diamond finesse. For this purpose, he leads his low club to dummy's jack. Declarer plans to enter dummy twice with clubs. This will not increase the number of club tricks, but will allow declarer to lead diamonds as often as necessary from the dummy. The number of *diamond* tricks may therefore be increased by this method.

At Trick 4 declarer leads another diamond from dummy and finesses the jack from his own hand. West discards a club, and South realizes that East must still have two diamonds left. Another finesse is therefore necessary.

South leads the queen of clubs to dummy's ace. The lead must be transferred to dummy in order that South may take another diamond finesse.

Declarer leads dummy's last diamond and finesses the ten from his own hand. After taking this third finesse, South can lead out the ace of diamonds in order to capture East's king.

South's last diamond has now become established. Declarer cashes this card and likewise takes his last club and the two remaining aces. Only the last two tricks need be surrendered to the defenders.

South makes his contract with two overtricks, scoring 100 points (game) below the line and 60 points above the line.

DEAL No. 27

NORTH
♠ 9 8 5 4
♥ J 5
♦ K Q 6 3
♣ Q 5 2

WEST
♠ 7 3 2
♥ K Q 10 9 6
♦ J 9 5
♣ 9 7

EAST
♠ J
♥ 8 4 3 2
♦ A 10 8 4
♣ K J 8 6

SOUTH
♠ A K Q 10 6
♥ A 7
♦ 7 2
♣ A 10 4 3

South dealer

East-West vulnerable

SOUTH	WEST	NORTH	EAST
1 ♠	Pass	2 ♠	Pass
4 ♠	Pass	Pass	Pass

The Bidding

South's opening bid of one spade is based on 17 points in high cards and 2 points for the two doubletons.

North's raise to two spades promises 7 to 10 points with trump support. In this case North has 8 points in high cards and 1 point for the doubleton.

South revalues his hand after his partner's raise. He has already counted 17 points in high cards and 2 points for the doubletons, but now adds 1 point for trump length. (After your suit has been raised, you may count 1 point for a fifth card in the trump suit.) With a total count of 20 points, South jumps to game.

The Play

West opens the king of hearts, South plans the play. South expects to lose no trump tricks, but must expect to lose a heart and a diamond. He must therefore limit the loss in clubs to one trick. The play will depend on knowing how to handle this combination in clubs.

South begins by winning the ace of hearts and by drawing three rounds of trumps in order to exhaust the trumps held by the defenders. South then begins the clubs by leading a low club towards dummy's queen. If West happens to hold the king of clubs, declarer will be able to win one club trick with dummy's queen and another with his ace. He can trump his last club in dummy, thus limiting the loss in that suit to one trick.

Unfortunately for declarer, East has the king of clubs and captures dummy's queen. East returns a heart to his partner's queen, and West leads a diamond to East's ace. East leads another diamond, and dummy wins with the king.

The time has come to try once more in clubs. Declarer leads a low club from dummy and finesses the ten from his own hand. This finesse will succeed if East has the jack of clubs.

Fortunately for declarer, the second attempt in clubs succeeds. East holds the jack of clubs, and South's finesse wins. Declarer can now cash the ace of clubs and ruff his last club with dummy's remaining trump. South wins the last two tricks with trumps.

South scores 120 points (game) below the line and 100 points for honors above the line.

DEAL No. 28

NORTH
♠ 7 5
♥ A J 5 3 2
♦ A Q J
♣ K J 9

WEST
♠ A J 8 6 2
♥ 7 4
♦ K 10 9 5
♣ 6 3

EAST
♠ 9 4 3
♥ K 10 9 8
♦ 6
♣ 8 7 5 4 2

SOUTH
♠ K Q 10
♥ Q 6
♦ 8 7 4 3 2
♣ A Q 10

North dealer

North-South vulnerable

NORTH	EAST	SOUTH	WEST
1 ♥	Pass	2 NT	Pass
3 NT	Pass	Pass	Pass

The Bidding

North's opening bid of one heart is based on 16 points in high cards and 1 point for the doubleton. North would open with one notrump except for the fact that he has a worthless doubleton in spades.

South's response of two notrump shows 13 to 15 points with balanced distribution and stoppers in all of the unbid suits. In this case, South has just 13 points in high cards. The stopper in diamonds is rather sketchy but the length of the suit makes it unlikely that the opponents can get very far with it.

North raises to game in notrump. If his heart suit were stronger, he would rebid it since he is not fond of the worthless doubleton in spades.

The Play

West opens the six of spades, and South counts his winners. South knows that he will win two spades and three clubs. There is one sure heart (the ace) and South may win a second heart by means of a successful finesse if this plan should seem advisable.

South sees that the bulk of his tricks will probably have to come from the long diamond suit. Three diamond tricks will be enough to fulfill the contract, South must plan to take one or more finesses in diamonds, and must therefore look for ways of getting the lead in his own hand.

Having made his plan, declarer plays a low spade from dummy. East plays the nine of spades, and South wins with the ten.

South leads a low diamond and finesses dummy's jack. East follows with a small diamond, and the finesse therefore succeeds.

It is now necessary for South to get back to his hand in order to repeat the diamond finesse. South plans to use the clubs for getting back and forth. Since he wishes to get to *his own hand* as often as possible, he plans to win dummy's nine of clubs with his own ten; dummy's jack of clubs with his own queen; and dummy's king of clubs with his own ace. If South wished to get to *dummy* as often as possible, he could overtake his ten of clubs with dummy's jack; and his own queen of clubs with dummy's king. This kind of suit is well worth a moment or two of study. You can use it for entering the dummy or for entering your own hand, depending on your need.

At Trick 3 declarer leads the nine of clubs from dummy and wins with the ten in his own hand. South then leads another low diamond from his hand and finesses dummy's queen. East discards a spade, and it is clear that the suit will not break favorably.

In spite of the bad break, South should continue with the diamonds. He can win the first three diamond tricks, give up the fourth diamond trick, and thus establish his own last diamond.

At Trick 5, declarer cashes dummy's ace of diamonds. South gets to his hand with a club to the queen and gives up a diamond trick to West's king.

West can see from the play of the first trick that his own spade suit is hopeless. He therefore shifts to a heart, hoping to establish tricks for his partner.

Declarer plays a low heart from dummy, taking a kind of finesse, and East wins with the king of hearts. East then returns a spade, and West takes the ace.

South has the rest of the tricks with the queen of hearts, the last diamond, the ace of clubs, and the high spade. South makes his contract with an overtrick, scoring 100 points (game) below the line and 30 points above the line. He also scores 700 points for winning the rubber.

DEAL No. 29

NORTH
♠ K 9 6 2
♥ K 6
♦ J 10 9 7
♣ 7 4 3

WEST
♠ J 3
♥ Q 9 8 4
♦ Q 6 5
♣ A J 6 2

EAST
♠ Q 4
♥ A 10 7 5 2
♦ A 4 2
♣ 9 8 5

SOUTH
♠ A 10 8 7 5
♥ J 3
♦ K 8 3
♣ K Q 10

South dealer

North-South vulnerable

SOUTH	WEST	NORTH	EAST
1 ♠	Pass	2 ♠	Pass
Pass	Pass		

The Bidding

South's opening bid of one spade is based on a count of 13 points in high cards and 1 point for the doubleton. This is a minimum opening bid.

North's raise to two spades shows 7 to 10 points with trump support. In this case, North has

7 points in high cards and 1 point for the doubleton.

North's bid is not forcing, and South has no reason to bid again. South therefore becomes declarer at a contract of two spades.

The Play

West opens the four of hearts, and South counts his losers. Strangely enough, South cannot be sure of the count of losers in any of the four suits. Everything will depend on how the suits break and on whether or not the finesses work. With average luck, South will manage to pick up the trumps without loss. With bad luck, he may lose two tricks in each of the other suits. His best course in a hand of this sort is to tackle each suit one by one and hope for the best.

Declarer wisely plays a low heart from dummy at the first trick. A good defender will practically never lead away from the ace against a suit contract. For this reason, declarer credits East with the ace of hearts. If East also has the queen of hearts, nothing can be done. However, if West has led away from the queen of hearts, declarer can win a heart trick by playing low from the dummy at this stage.

Luck is with declarer, for East must play the ace of hearts to win the first trick. It pays to remember this kind of finessing situation. If South leads the hearts himself, he must surely lose two tricks in the suit. If an opponent leads the suit, a little luck will enable him to limit the loss to one trick.

East returns the nine of clubs, and South plays the king. West follows suit with the six of clubs, and South's king wins the trick.

The nine of clubs looks suspiciously like "the top of nothing." In East's position, leading up to the dummy, a defender usually leads as high a card as possible to indicate that he has nothing of value in the suit. If East had a useful club, (the jack or higher) he would lead a low club rather than the nine. The lead of a low card therefore indicates that the player has some other card high enough to support a return lead. In this case, East wants to make it clear that he has no high clubs and that it may cost his partner a trick if he leads clubs up to the South hand.

South leads out the ace of spades and then leads a trump to dummy's king. Fortunately, both opponents must follow suit to both tricks. The four outstanding trumps are therefore picked up without loss. Thus far, South has been rather lucky.

Declarer leads the jack of diamonds from the dummy and lets it ride for a finesse. This will work if East happens to have the queen.

As it turns out, West wins with the queen of diamonds. The finesse loses. West makes a safe return by leading a heart to dummy's king.

Declarer continues with the diamonds, but East steps right up with the ace of diamonds in order to lead another club. This puts West in position to take two club tricks, which he promptly does.

South wins the rest of the tricks with the king of diamonds and the last three trumps, making his contract. He scores 60 points below the line.

DEAL No. 30

NORTH
♠ 7 6 4 2
♥ Q 3
♦ A 9 6 5 2
♣ 7 4

WEST
♠ K 10 3
♥ J 10 9 8 4
♦ K J
♣ Q 10 5

EAST
♠ J 8 5
♥ 7 6 2
♦ Q 10 8
♣ J 9 8 3

SOUTH
♠ A Q 9
♥ A K 5
♦ 7 4 3
♣ A K 6 2

South dealer

Neither side vulnerable

SOUTH	WEST	NORTH	EAST
1 ♣	Pass	1 ♦	Pass
2 NT	Pass	3 NT	Pass
Pass	Pass		

The Bidding

South's opening bid of one club is based on 20 points in high cards. As in Deal No. 26, South is too strong for an opening bid of one notrump but not strong enough for an opening bid of two notrump. He bids a suit first and plans to make a jump bid later.

North's response of one diamond promises only 6 points. This time North has 6 points in high cards and two points for the doubletons.

South then jumps to two notrump, showing about 19 or 20 points.

North has a very sketchy raise to three notrump. He expects that the combined count is only 25 or 26 points, in which case the play for game may be somewhat difficult. Most experts would raise to game in this situation on the theory that it doesn't pay to hang one trick short of game. A beginner may, however, be forgiven for stopping short if he doesn't trust himself (or his partner) in the play of the cards.

The Play

West opens the jack of hearts, and South plans his play. He has one sure winner in spades, three in hearts, two in clubs, and only one in diamonds. Two additional tricks are needed for the contract.

South's best chance is to develop dummy's long diamond suit. It will be necessary to establish the diamonds and then get to the dummy in order to cash them. For this purpose he must make use of a special kind of play, not previously described in this series.

South wins the first trick with the king of hearts and immediately begins on the diamonds. He leads a low diamond from his own hand and plays a low diamond from the dummy also!

This play in diamonds is known as a "ducking" play. The full effect of this will become evident later on.

East wins with the queen of diamonds and returns a heart. Dummy wins with the queen of hearts.

The establishment of the diamonds is continued at Trick 4. Declarer leads a low diamond from the dummy. This continues the ducking process.

West wins with the king of diamonds and returns a heart to declarer's ace.

South is now in position to take the reward for his self-denial in diamonds. He leads his last diamond to dummy's ace. This captures the last diamond held by an opponent. Declarer can then lead two more good diamonds from the dummy, winning tricks with both of them.

We can now see why it was proper for declarer to give up the first two diamond tricks. No matter how favorably the missing diamonds are distributed, South must surely lose two tricks in the suit. Since dummy has no *outside* entry to the diamonds, Declarer must save dummy's *ace* of diamonds as an entry.

If declarer had won an early trick with dummy's ace of diamonds, he could have established dummy's suit but would not have been able to reach dummy in order to cash the last two diamonds.

After cashing the diamonds, South takes the top clubs and the ace of spades to fulfill his contract. He scores 100 points (game) below the line.

DEAL No. 31

NORTH
♠ 8 4
♥ A Q J
♦ A Q 9 8 3
♣ J 7 3

WEST
♠ Q J 10 6 2
♥ 8 7 3
♦ 7 2
♣ K 9 5

EAST
♠ K 9 5
♥ 9 6 5 4
♦ K 4
♣ 10 8 6 2

SOUTH
♠ A 7 3
♥ K 10 2
♦ J 10 6 5
♣ A Q 4

North dealer

Neither side vulnerable

NORTH	EAST	SOUTH	WEST
1 ♦	Pass	2 NT	Pass
3 NT	Pass	Pass	Pass

The Bidding

North's opening bid of one diamond is based on 14 points in high cards and 1 point for the doubleton. This is a minimum opening bid.

South's response of two notrump shows 13 to 15 points, with balanced distribution and all unbid suits stopped. In this case South has 14 points in high cards.

North must continue on to game. Since his distribution is balanced, he goes on in notrump.

The Play

West opens the queen of spades, and South counts his winners. He can surely win one spade and three hearts. There will be either four or five diamonds, depending on whether or not the finesse is successful. South can also win one or two clubs, depending on whether or not a finesse is successful. The bulk of the tricks, as we have seen, will come from dummy's long diamond suit.

South refuses the first spade trick, playing low from both hands. This play is known as the "hold-up."

West continues with a low spade, and East plays the king. Once more South *holds up* his ace of spades.

East continues with a spade, and South must take his ace at last. Declarer discards a low club from dummy on his ace of spades.

It is now time to try the diamonds, and South leads the jack of diamonds and lets it ride for a finesse.

East wins the king of diamonds, *but cannot return a spade.* This shows the value of South's hold-up play.

If South took the first spade trick and then lost a finesse to the king of diamonds, East would be able to return spades. The defenders would therefore take four spades and the king of diamonds, defeating the contract.

The idea of the hold-up, in this case, is to exhaust East's spades. When East eventually wins the king of diamonds, he cannot return a spade. The opponents are therefore not in position to take their good spade tricks.

East returns a club at Trick 5. Should South risk the finesse?

No! South must take the ace of clubs. Declarer can run nine tricks without any risk in this manner. If South took the club finesse and lost it, he would be down two instead of making his contract. As we have observed several times before, declarer's first duty is to make his contract. The extra tricks are strictly secondary.

Declarer continues by running all of the diamonds and then the hearts. The last trick is cheerfully surrendered to the opponents, but South has already made his contract.

South scores 100 points (game) below the line.

DEAL No. 32

NORTH
♠ K 9 5
♥ K Q 6
♦ Q J 10 7 3
♣ A 10

WEST
♠ Q J 10 6 2
♥ 5 2
♦ K 6 2
♣ 9 4 3

EAST
♠ 8 4
♥ 10 8 7 4 3
♦ A
♣ J 8 7 5 2

SOUTH
♠ A 7 3
♥ A J 9
♦ 9 8 5 4
♣ K Q 6

North dealer

Both sides vulnerable

NORTH	EAST	SOUTH	WEST
1 ♦	Pass	2 NT	Pass
3 NT	Pass	Pass	Pass

The Bidding

North's opening bid of one diamond is based on 15 points in high cards and 1 point for the doubleton. Since the doubleton cannot be counted for notrump purposes, the hand is not quite strong enough for an opening bid of one notrump.

South's response of two notrump shows 13 to 15 points, with balanced distribution and all unbid suits stopped. In this case, South has 14 points in high cards.

North naturally raises to game in notrump. He has strength in all suits and balanced distribution. North does not consider a slam since he knows that his partner has 13 to 15 points and he has only 15 points in high cards. The total is therefore not even close to the 33 points usually needed for a slam.

The Play

West opens the queen of spades, and South counts his winners. South can expect to win two spades, three hearts, three clubs and an unknown number of diamonds. At least one diamond must be established for the contract.

South refuses the first trick, executing a *hold-up play*. This play is necessary even though declarer has two stoppers in spades.

West continues with the jack of spades, and declarer wins in dummy with the king.

Declarer leads a low diamond from dummy to begin the establishment of that suit. East is compelled to win the first trick with the ace since that is his only diamond.

Fortunately for declarer, *East cannot lead another spade.* This fortunate result is due to the hold-up at Trick 1. Any shift makes matters easy for declarer. As it happens, East shifts to a heart. Declarer can win in his hand and knock out the king of diamonds. He can then easily win the rest of the tricks.

There would be a different story to tell if declarer had won the first spade trick. East would win the first diamond and would be able to lead his remaining spade. It would then be too late to hold up, for West would be able to win the second round of spades and continue with a third round. No matter what declarer did, West would set up the rest of his spades and would regain the lead with the king of diamonds in time to cash his spade tricks. The defenders would thus get a total of two diamonds and three spades, defeating the contract.

As the hand is played, South makes his contract with an extra trick. He scores 100 points (game) below the line and 30 points above the line. He also scores the rubber bonus of 500 points.

DEAL No. 33

NORTH
♠ 8 3
♥ A K J 7
♦ K 10 8 6
♣ 9 6 5

WEST
♠ A 10 7 4 2
♥ 9 2
♦ 7 2
♣ J 8 4 3

EAST
♠ J 9 5
♥ Q 10 4 3
♦ Q 5 4
♣ 10 7 2

SOUTH
♠ K Q 6
♥ 8 6 5
♦ A J 9 3
♣ A K Q

South dealer

Both sides vulnerable

SOUTH	WEST	NORTH	EAST
1 ♦	Pass	1 ♥	Pass
2 NT	Pass	3 NT	Pass
Pass	Pass		

The Bidding

South's opening bid of one diamond is based on 19 points in high cards. As in previous hands, South is too strong for an opening bid of one notrump, but not strong enough for an opening bid of two notrump. He bids a suit first, intending to make a jump bid in notrump later.

North's response of one heart promises only 6 points. In this case, however, North has 11 points in high cards.

South makes his expected jump to two notrump, thus showing his strength.

North raises to game in notrump since his distribution is balanced and he has no long suit. He knows that his partner has 19 or 20 points, and his own 11 points bring the partnership total up to 30 or 31 points. This should easily be enough for game, but is not likely to be enough for slam.

The Play

West opens the four of spades, and South counts his winners.

Declarer can win at least one spade trick, two hearts, at least three diamonds, and three clubs. This should be enough for game.

Having counted his tricks, declarer plays a low spade from dummy. East puts up the jack, and South wins with the queen. It is now clear that West has led from a spade suit headed by the ace-ten. This simple exercise in "card reading" illustrates a process that should become second nature to an experienced bridge player.

East would play the ace of spades at the first trick if he could do so. South therefore knows that the ace must be held by West.

If East held both the jack and the ten of spades, he would play the ten at the first trick. In trying to win a trick or force out a higher card, a defender plays the lowest card that will do the job. With both the jack and ten of spades, in this situation, he would play the ten rather than the jack. East's play of the jack therefore indicates that West must have the ten of spades as well as the ace.

Knowing what he does about the spades, South realizes that it will be very dangerous to allow *East* to win any later trick. East

would then be in position to lead a spade through South's king. This would give West a good finessing position since he has the ace-ten behind the king-six.

There is no such danger in giving a later trick to *West*. If West leads spades again, South can surely make a second spade trick with his king.

To put it another way, East is the dangerous opponent and West is the safe opponent. If possible, South must develop his tricks in such a way as to keep East out of the lead.

Declarer begins by leading a heart to dummy's king. If the queen happened to fall on this trick, Declarer would have nine tricks without any need for further work. As it happens, the queen does not fall.

Declarer now begins the diamonds by taking a finesse through East. If West happens to hold the queen of diamonds, he will be able to win this trick. As we have seen, however, West is the safe opponent. Declarer does not mind losing a trick to him.

The diamond finesse succeeds, and South repeats it at Trick 4. Declarer then easily takes the rest of the diamonds, winning four tricks in the suit. South continues with his top clubs and dummy's ace of hearts. The rest of the tricks must be given to the opponents, but South has already made his contract with an extra trick.

South scores 100 points (game) below the line and 30 points above the line. He also scores the rubber bonus of 500 points.

DEAL No. 34

NORTH
♠ 8 3
♥ A K J 7
♦ K 10 8 6
♣ A 6 5

WEST
♠ A 10 7 4 2
♥ 9 2
♦ J 2
♣ J 8 4 3

EAST
♠ J 9 5
♥ Q 10 4 3
♦ Q 5 4
♣ 10 7 2

SOUTH
♠ K Q 6
♥ 8 6 5
♦ A 9 7 3
♣ K Q 9

South dealer

Neither side vulnerable

SOUTH	WEST	NORTH	EAST
1 ♦	Pass	1 ♥	Pass
1 NT	Pass	3 NT	Pass
Pass	Pass		

The Bidding

South's opening bid of one diamond is based on 14 points in high cards. The hand is slightly too strong to pass, but South must realize that he has opened the barest of minimum opening bids.

North's response of one heart promises only 6 points but is nevertheless forcing for one round. In this case, North actually has 15 points in high cards and intends to make sure of reaching a game contract. He knows that the combined strength must be at least 28 points since South has opened the bidding.

South's rebid of one notrump promises balanced distribution and indicates that the opening bid was of minimum value.

North promptly raises to game. Since North has 15 points in high cards, he can expect a slam only if South has a hand worth at least 18 points. If that were the case, however, South would not make a minimum rebid of one notrump. North is warned by the minimum rebid and therefore stays out of trouble.

The Play

West opens the four of spades, and South plans the play.

The hand is just the same as No. 33 except that South has the seven of diamonds instead of the jack of diamonds. Declarer's plan is still to develop an extra diamond trick without allowing East to gain the lead.

South wins the first trick with the queen of spades and leads a heart to dummy's king just as in Deal No. 33.

Declarer next leads a low diamond from dummy and waits to see what East plays. When East follows suit with a low diamond, South allows dummy's card to ride as a sort of finesse. Declarer does not really expect to win this trick, but he is willing to lose a trick to West.

West shifts to a small heart, and declarer must win with dummy's ace. It is much too risky to finesse the jack of hearts, since if East won the trick with the queen of hearts he could return a spade through South.

Declarer next cashes dummy's king of diamonds. When both opponents follow suit, declarer's troubles are over. Only one more diamond—the queen—is out, and South can pick that up on the next round of the suit.

Declarer leads a diamond to the ace, capturing East's queen. Declarer is now sure of his nine tricks, with three diamonds, three clubs, two hearts, and one spade. He takes these tricks promptly, scoring 100 points (game) below the line.

DEAL No. 35

NORTH
♠ 7 4 3
♥ 9 7 6 3
♦ A Q 10 5
♣ A Q

WEST
♠ 10 6
♥ Q 5 2
♦ 9 6 2
♣ 10 8 7 4 3

EAST
♠ Q J 9 8
♥ J 10
♦ K J 8 4
♣ K 9 2

SOUTH
♠ A K 5 2
♥ A K 8 4
♦ 7 3
♣ J 6 5

South dealer

Both sides vulnerable

SOUTH	WEST	NORTH	EAST
1 ♠	Pass	2 ♦	Pass
2 ♥	Pass	4 ♥	Pass
Pass	Pass		

The Bidding

South's opening bid of one spade is based on 15 points in high cards. With equal length in his two biddable suits, South properly bids the higher suit first.

North's response of two diamonds shows at least 10 points. In this case, North has 12 points in high cards.

South next shows his heart suit, hoping that his partner has good support for one of the majors. Otherwise, perhaps, North will be able to bid notrump when he knows that South has both of the major suits well stopped.

When South bids the hearts, North revalues his hand. He has 12 points in high cards and can count 1 point for the doubleton since he has good trump support for his partner. With a total of 13 points opposite an opening bid, North can afford to bid game. The combined strength should be at least equal to the 26 points needed for game.

The Play

West opens the four of clubs, and South counts his losers. There is some danger of losing one trick in each suit. However, South may be able to avoid the loss of a diamond by means of a successful finesse. If the club finesse should lose, South's jack of clubs will be good for the third trick in that suit. South may be able to use this jack of clubs in a very special way.

At Trick 1, declarer finesses dummy's queen of clubs. East wins with the king of clubs.

East returns the jack of hearts, and South wins with the ace. South does not draw any more trumps at this point, since he plans to trump his losing spades in the dummy.

Declarer leads a club to dummy's ace and gets back to his hand with the ace of spades as part of the plan. The next step is to try the diamond finesse, but dummy's queen of diamonds loses to the king.

East returns the ten of hearts, and South wins with the king. Declarer knows that one trump is still out against him, but he does nothing about it. The opponent who holds the queen of hearts will win a trick with it sooner or later. In the meantime, South does not want to lead a trump since that would take a trump out of the dummy. Declarer wants to trump both of his losing spades with dummy's remaining two trumps.

South cashes the jack of clubs, discarding a losing spade from the dummy. This was the important plan that South had in mind from the very beginning. Notice how one suit is used to help another. South uses the jack of *clubs* to reduce the loss in *spades*.

South can now cash the king of spades and ruff a low spade in dummy. He then cashes dummy's ace of diamonds and ruffs a diamond to get back to his own hand.

As it happens, West overruffs. Declarer then has the rest of the tricks. If West had not overruffed, South would be in position to trump his last spade with dummy's last trump.

South scores 120 points (game) below the line, and 500 points for the rubber above the line.

DEAL No. 36

NORTH
♠ 9 7 4 3
♥ 8
♦ A J 5 4
♣ 7 6 4 3

WEST
♠ A 6 2
♥ K Q J 9 5
♦ 9 6 3
♣ K 10

EAST
♠ 10
♥ 10 6 4 3
♦ Q 10 8 2
♣ Q J 9 5

SOUTH
♠ K Q J 8 5
♥ A 7 2
♦ K 7
♣ A 8 2

South dealer

East-West vulnerable

SOUTH	WEST	NORTH	EAST
1 ♠	2 ♥	2 ♠	3 ♥
4 ♠	Pass	Pass	Pass

The Bidding

South's opening bid is based on 17 points in high cards. South's only question is whether to open the hand with a bid of one notrump instead of one spade. Either bid is correct, and South would favor one notrump if his long suit happened to be clubs or diamonds. Since it is a major suit, he bids it rather than notrump.

After West's overcall of two hearts, North's free raise to two spades shows good values for a single raise. North should have at least 8 or 9 points, and may have a trifle more. In this case, North has 5 points in high cards and should count 3 points for the singleton rather than the usual 2 points. When you have four cards of your partner's trump suit, a singleton is really worth 3 points. (However, North's free raise in this case is a slight "stretch.")

East bids three hearts and South must resist the temptation to bid a mere three spades. Such a bid would be only invitational, asking North to raise to game if he has extra values. In this case, since North had to strain to make the free raise to two spades, North would decline the invitation and a game would be missed.

South can avoid this mistake by counting his points carefully. He has 17 points in high cards and can count 1 point for his fifth spade after his partner's raise. There is also 1 point for the doubleton in diamonds. The total is 19 points. Since North's free raise shows at least 8 points, the combined strength must be at least 27 points, enough for game. South therefore bids the game by himself. Don't ask your partner to do for you what you can do for yourself.

The Play

West opens the king of hearts, and South counts his losers.

South must surely lose one trick to the ace of trumps, and should expect to lose two club tricks sooner or later. There are no losers in diamonds. South must plan to ruff his low hearts with dummy's trumps. If he can

limit the loss to one trump and two clubs, he will fulfill his contract.

South wins the first trick with the ace of hearts and leads the king of spades. Only two of dummy's trumps are needed to take care of South's losing hearts. South can therefore afford to have two rounds of trumps taken.

South's king of spades wins the trick. Now South cannot afford to lead a second trump. If he does, West will take the ace of spades and lead a third spade. This will leave dummy with only one trump, and two trumps are needed to take care of declarer's losing hearts.

At Trick 3 South leads a low heart and ruffs in dummy. He returns to his hand with the king of diamonds and ruffs his remaining heart in dummy.

Only now is it safe for declarer to lead another round of trumps. West takes the ace of trumps, since it can do him no more good to refuse the trick.

West leads another heart, and South trumps. South draws the last trump with his queen of spades and takes his tricks. He eventually loses two clubs, but makes his contract. He scores 120 points (game) below the line.

DEAL No. 37

NORTH
♠ Q 6
♥ 9 4
♦ K 10 9 5 2
♣ K 7 6 5

WEST	EAST
♠ A J 8 4 2	♠ 9 7 3
♥ K J 8 2	♥ 10 7 3
♦ Q 6	♦ J 8 7 3
♣ 10 4	♣ Q J 9

SOUTH
♠ K 10 5
♥ A Q 6 5
♦ A 4
♣ A 8 3 2

South dealer

East-West vulnerable

SOUTH	WEST	NORTH	EAST
1 NT	Pass	2 NT	Pass
3 NT	Pass	Pass	Pass

The Bidding

South's opening bid of one notrump is based on 17 points in high cards, with balanced distribution and all suits stopped.

North's raise to two notrump is slightly sketchy, but sound. He has 8 points in high cards with a fairly good five-card suit. He knows, therefore, that the combined count is 24 to 26 points. This raise invites South to go on to game, but allows him to pass if he has minimum values.

In this case, South wishes to accept the invitation. He would not do so if he had a mere 16 points, particularly if one suit

were unstopped. In this case, with 17 points and all suits stopped, South accepts the invitation.

The Play

West opens the four of spades, and South counts his winners. As we will see, the opening lead assures South two spade tricks. South is likewise sure of two clubs, two diamonds, and one heart. South needs two additional tricks for his contract.

The longest suit in the combined hands is clubs, with eight cards, and the next longest is diamonds with seven cards. It is usually wise for declarer to go after one of his long suits.

If declarer needed only one additional trick, he would try for it in clubs. Since he needs two additional tricks, however, he should go after the diamonds. It is impossible to develop two extra tricks in clubs, but there is an excellent chance to develop two additional tricks in diamonds.

What sort of break does South need to develop two extra diamond tricks? If each opponent has three diamonds (there are only six out), declarer can take the ace of diamonds and the king of diamonds and then give up a diamond trick. This will exhaust the entire suit, after which dummy's two remaining diamonds will both be good. There is also another possibility. If either opponent has the queen and one small diamond or the jack and one small diamond, South will be able to capture this picture card with dummy's king. He can then use dummy's ten of diamonds to force out the remaining picture card. Thereafter, the rest of dummy's diamond suit will be good.

South plays the low spade from dummy at Trick 1. This gives him a "free finesse." If East has the jack, it will be trapped under declarer's king-ten. If East has only small spades, South will be able to win the first trick with his ten.

As it happens, East plays the nine of spades, and South wins with the ten.

South promptly cashes the ace and king of diamonds. As it happens, West plays the queen of diamonds on the second round of this suit. The ten of diamonds is then led from dummy to force out the jack.

East returns the seven of spades, and dummy's queen is allowed to win.

Declarer cashes dummy's nine of diamonds, capturing the last diamond held by East. This establishes dummy's last diamond, which is promptly taken also.

South now takes the top clubs and leads a heart from dummy. It would be risky to try the finesse, since this could lose the contract if West had the blank king of hearts left at this stage. South takes his ace of hearts making sure of his contract. He scores 100 points (game) below the line.

DEAL No. 38

NORTH
♠ K 4 3
♥ 5 3
♦ 9 8 7 3 2
♣ A Q J

WEST
♠ 5
♥ A K Q J 7
♦ K J 6
♣ 9 6 4 3

EAST
♠ 8 7 6 2
♥ 9 6
♦ 10 5 4
♣ 10 8 7 2

SOUTH
♠ A Q J 10 9
♥ 10 8 4 2
♦ A Q
♣ K 5

South dealer

North-South vulnerable

SOUTH	WEST	NORTH	EAST
1 ♠	2 ♥	2 ♠	Pass
3 ♠	Pass	4 ♠	Pass
Pass	Pass		

The Bidding

South's opening bid of one spade is based on 16 points in high cards. If the long suit were a minor, South might open with one notrump. Since it is a good major suit, South prefers to bid the suit.

After West's overcall of two hearts, North's free raise to two spades indicates good values for the single raise. North promises at least 8 or 9 points. In this case, North has 10 points in high cards. North may also count 1 point for the doubleton. This means that North has excellent values for his free raise.

After the raise, South revalues his hand. He has 16 points in high cards, 2 points for the doubletons, and 1 point for length in spades. The total is 19 points, and South would be justified in bidding game except for the fact that he has small cards in the suit bid by the enemy. It would not be wrong to jump to game, but it usually pays to be cautious when you have several losing cards in an opponent's strong suit. The bid of three spades invites partner to go on to game. If North cannot accept the invitation, the play for game will probably be very poor.

As it happens, North has extra strength, as we have seen. He gladly accepts the invitation to game.

The Play

West opens the king of hearts, and South counts his losers.

South has no losers in the black suits. He must surely lose two hearts, and must find something to do with the two remaining hearts. Moreover, he must do something with the queen of diamonds as well.

West wins the first trick with the king of hearts and continues with the jack of hearts. Notice that East plays the nine of hearts at Trick 1 and the six of hearts at Trick 2. What does this *high-low* mean?

This high-low is an encouraging signal, asking West to continue with the suit. East clearly has only two hearts and is hoping to trump a third heart.

At Trick 3 West leads the ace of hearts. If Declarer ruffs with one of dummy's low trumps, East will overruff. In the language of bridge players this would be "sending a boy to do a man's work." To avoid this horrible fate, declarer ruffs the third heart with dummy's king of spades!

Declarer must now draw trumps. When West fails to follow suit on the second round of trumps (Trick 5), South knows that he will have to lead out four rounds of trumps in order to draw those held by East. He does so.

Declarer next cashes the king of clubs and leads a club to dummy's ace. This puts him in position to lead dummy's queen of clubs, discarding the losing heart from his own hand.

The contract is now sure, and South can try the diamond finesse in an attempt to make an overtrick. The queen of diamonds loses to West's king, and South makes only 10 tricks. He scores 120 points (game) below the line and 100 points above the line for his honors. He also scores 700 points for the rubber.

DEAL No. 39

NORTH
♠ K J 9 2
♥ 6
♦ 7 2
♣ A 10 8 6 4 2

WEST
♠ 6 5
♥ K J 7 2
♦ Q 10 8 4 3
♣ J 5

EAST
♠ 7 4
♥ A 9 8 4 3
♦ K J 9
♣ Q 9 7

SOUTH
♠ A Q 10 8 3
♥ Q 10 5
♦ A 6 5
♣ K 3

South dealer

North-South vulnerable

SOUTH	WEST	NORTH	EAST
1 ♠	Pass	2 ♣	Pass
2 NT	Pass	3 ♠	Pass
4 ♠	Pass	Pass	Pass

The Bidding

South's opening bid of one spade is based on 15 points in high cards and 1 point for the doubleton.

North's response of two clubs promises at least 10 points. In this case, North has 8 points in high cards and should count at least 3 points for the shortness in the red suits. With four-card trump support, North is entitled to count 3 points for singleton alone, and the doubleton may likewise be worth something.

North is too strong for a single raise to two spades, but not quite strong enough for a raise to

three spades. He indicates this by bidding his own suit first and showing the spade support later.

South's rebid of two notrump shows that he started with roughly 16 points, balanced distribution, and some strength in the unbid suits.

North is not, of course, interested in notrump. He follows through on his original plan by showing the spade support.

South naturally goes on to game in spades. After North's raise, the South hand is worth 15 points in high cards, 1 point for the doubleton, and 1 point for length in spades. The total is 17 points. North's bidding promises about 11 or 12 points, so South has no worries about accepting the invitation to game.

The Play

West opens the four of diamonds, and South counts his losers.

He has no losers in the black suits, but must plan to take care of three losing hearts and two losing diamonds. He will make the contract if he can trump two of these cards in dummy.

An even better plan is to set up dummy's long club suit and discard losing cards on the long clubs. Either plan would be sensible, but the long suit plan is the better.

South wins the first diamond, draws two rounds of trumps, and goes after the clubs. He takes the king of clubs, leads a club to dummy's ace, and ruffs a club. Since the suit breaks favorably, the ruff establishes the rest of dummy's long suit.

Before we go on, we should spend a moment on "favorable" breaks and "unfavorable" breaks. Declarer can see six clubs in the dummy to start with and two clubs in his own hand. That leaves five clubs in the hands of the two opponents. The most favorable break of these five clubs is three in one opponent's hand and two in the other opponent's hand. This is called a 3-2 break. A less favorable break would be to find four clubs in one opponent's hand and only one club in the other opponent's hand.

When you are playing a hand, you can seldom tell exactly how a particular suit is going to break in that particular hand. What you can tell is whether the odds are in favor of a good break or whether they are against you. In general, the odds are in favor of a suit breaking either as evenly as possible or *nearly* as evenly as possible. The odds are against finding one opponent with no cards in a suit or with only one card in a suit.

After discovering the club break, South leads a trump to dummy. He can then discard all of his hearts on dummy's long clubs. One diamond is eventually given up, but then South can trump his last diamond with dummy's last trump.

South makes his contract with two overtricks, scoring 120 points (game) below the line and 60 points above the line. He also scores the rubber bonus of 700 points.

DEAL No. 40

NORTH
♠ 6 3
♥ Q 5 3
♦ A 5 4
♣ A Q J 10 4

WEST
♠ K Q J 10 7 2
♥ 6
♦ Q 10 6
♣ 6 5 3

EAST
♠ 8
♥ 9 8 7 2
♦ J 9 8 3
♣ K 9 8 7

SOUTH
♠ A 9 5 4
♥ A K J 10 4
♦ K 7 2
♣ 2

South dealer

North-South vulnerable

SOUTH	WEST	NORTH	EAST
1 ♥	1 ♠	2 ♣	Pass
2 ♥	Pass	4 ♥	Pass
Pass	Pass		

The Bidding

South's opening bid of one heart is based on 15 points in high cards and 2 points for the singleton. South has a biddable holding in spades also, but shows the hearts first since they are much stronger and longer.

West overcalls with one spade, and South abandons all idea of showing his anemic spade suit. North's free bid of two clubs promises at least 10 points. This bid is forcing for one round, just as though West had not bid.

South rebids his hearts, but cannot make a stronger bid. He has only a singleton in his partner's suit and has three losing cards in the suit bid by West. It is conceivable that the hand is a bad misfit.

North can now show his heart support. The North hand counts 13 points in high cards and 1 point for the doubleton. This would be good enough for a double raise, except that North has only three-card support for hearts. Since a double raise always shows good four-card support, North must mark time first by bidding his own suit. Once South shows that the hearts are rebiddable, however, North can afford to jump to game.

The Play

West opens the king of spades, and South counts his losers. South has no losers in hearts or clubs. There is some danger of losing three spades and one diamond. This is one trick more than South can afford to lose.

South wins the first trick with the ace of spades. The next step is to draw trumps. Since East has four trumps, South must use four of his five trumps to exhaust the suit.

Declarer leads a club to dummys' ace and returns the queen of clubs for a new type of finesse. When East plays the king of clubs, South can win the trick by trumping. If East had played a low club, South was ready to discard a spade.

This is a finesse just as though South had an additional ace of clubs. His trump is a substitute for the ace of clubs. If the king

of clubs is in favorable position, he will be able to capture it. If the king of clubs is unfavorably located, he must lose the trick to West.

The contract was safe even if this finesse had lost. If East had played a low club, South would have discarded a spade. West would be able to take the king of clubs (if he had that card) and two other spade tricks. Later on, however, South would be able to discard his losing diamond on dummy's jack of clubs.

The king of clubs is in favorable position, and South manages to capture it. Declarer gets back to dummy with a diamond to the ace and discards three of his losing cards on the remaining clubs. One trick must be given up at the end. South scores 120 (game) below the line. Above the line, he scores 60 points for extra tricks, 100 points for honors, and 700 points for the rubber.

DEAL No. 41

NORTH
♠ Q J 7 4 2
♥ K 9 4 3
♦ Q
♣ A 5 4

WEST
♠ K 10 6
♥ 5
♦ 9 8 6 5 3
♣ Q J 10 6

EAST
♠ A 9 8
♥ 10 8 7
♦ J 10 4 2
♣ K 9 8

SOUTH
♠ 5 3
♥ A Q J 6 2
♦ A K 7
♣ 7 3 2

South dealer

Neither side vulnerable

SOUTH	WEST	NORTH	EAST
1 ♥	Pass	3 ♥	Pass
4 ♥	Pass	Pass	Pass

The Bidding

South's opening bid of one heart is based on 14 points in high cards and 1 point for the doubleton. This is a minimum opening bid.

North's raise to three hearts shows strong trump support with about 13 to 16 points. In this case, North has 12 points in high cards and can count 2 or 3 points for the singleton. As a general rule, it is unwise to count a singleton queen as two points in high cards and also 2 or 3 points for being a singleton. It may be worth all of this, but the odds are against it. In any case, the North hand is easily worth the double raise.

Since North's bid is forcing to game, South must go on. He must bid either four hearts or three notrump. Since he has only worthless cards in two suits, he naturally goes on to game in his suit.

The Play

West opens the queen of clubs, and South counts his losers. At first glance, it seems that South must lose two spades and two clubs. Then South sees a way to limit the loss in clubs.

Declarer wins the first trick with dummy's ace of clubs. The next step is to cash dummy's

queen of diamonds in order to get this out of the way. Declarer gets to his hand by way of the ace of trumps, and cashes the ace and king of diamonds. Dummy's losing clubs are discarded on South's high diamonds.

Dummy started out by being short in diamonds but now is short in clubs. The idea is to make it possible for South to ruff his losing clubs in dummy.

At Trick 6, South leads a club and ruffs in dummy. As a slight measure of safety, the nine of trumps is used rather than the small trump. This is not likely to be necessary, but it doesn't hurt to be careful.

Declarer returns to his hand by leading the four of trumps to his own queen. He can now lead his last club and ruff with dummy's king of hearts.

Declarer gives up a spade trick, ruffs the diamond return, and draws East's last trump. Only two spades are lost, and South makes his contract with an overtrick. He scores 120 points (game) below the line and 30 points above the line.

DEAL No. 42

NORTH
♠ 10 5 4 2
♥ 9 7 6
♦ A Q J 6
♣ 6 3

WEST
♠ A Q J 8
♥ 5
♦ K 10 9 5
♣ Q J 10 4

EAST
♠ 7 6
♥ J 4 2
♦ 8 3 2
♣ K 9 8 7 2

SOUTH
♠ K 9 3
♥ A K Q 10 8 3
♦ 7 4
♣ A 5

South dealer

Both sides vulnerable

SOUTH	WEST	NORTH	EAST
1 ♥	Dbl.	Pass	2 ♣
2 ♥	Pass	3 ♥	Pass
4 ♥	Pass	Pass	Pass

The Bidding

South's opening bid of one heart is based on 16 points in high cards and 2 points for the two doubletons. This is more than a minimum opening bid.

West's double asks his partner to bid a suit. It promises strong support in the other suits. This type of double is known as a take-out double since it asks partner to take out into a suit.

After East's response of two clubs, South rebids the hearts freely. This shows that he has more than a minimum opening bid and that the heart suit is quite strong.

With this encouragement, North can raise to three hearts.

His three small trumps are adequate support for a suit that has been rebid and North also has 7 points in high cards. This raise invites South to go on to game. South is happy to accept the invitation. He cannot be quite sure of where the tricks are coming from, but he has full values for his bid and knows that it doesn't pay to hang one trick short of game.

The Play

West opens the queen of clubs, and South counts his losers. If the worst should happen, South may have to lose three spades, a diamond, and a club. The chances are, however, that West has the king of diamonds.

If this is the case, South will not only avoid the loss of a diamond trick, but will also be able to discard one of his losers on one of dummy's high diamonds. Dummy will be able to win three diamond tricks, and South can follow to only two of them.

South wins the first trick with the ace of clubs and draws two rounds of trumps with the ace and king.

South does not draw a third trump even though he knows that East still has the jack of hearts. There is a reason for abandoning the trump suit.

South plans to take a diamond finesse, which he expects to succeed. This will leave him in dummy, and he will want to get back to his own hand in order to take a second diamond finesse. The only convenient way to get back to his hand is by way of a trump.

At Trick 4, South leads a low diamond from his hand and finesses dummy's jack. The finesse succeeds. As expected, South returns to his hand by leading a trump to the queen. This picks up East's jack of hearts.

Now South is in position to lead another diamond, and finesse dummy's queen. It would be unfortunate if East were to produce the king of diamonds at this stage. This is possible, but not likely. South's best chance for his contract, in any case, is to take this risk.

The second diamond finesse succeeds, and dummy can cash the ace of diamonds. South discards his losing club on the ace of diamonds.

Declarer now leads a spade from dummy and hopefully plays the king from his own hand. As expected, this finesse loses. West wins the ace of spades and cashes two more spade tricks. Declarer makes the rest of the tricks, scoring 120 points (game) below the line. Above the line he scores 500 points for the rubber and 100 points for honors.

DEAL No. 43

NORTH
♠ 7 6 3
♥ 8 3
♦ K Q 7 2
♣ K 8 6 4

WEST
♠ A J
♥ J 9 4
♦ J 10 9 6
♣ 9 5 3 2

EAST
♠ 10 9 4
♥ A 10 7 2
♦ A 8 3
♣ Q J 7

SOUTH
♠ K Q 8 5 2
♥ K Q 6 5
♦ 5 4
♣ A 10

South dealer

East-West vulnerable

SOUTH	WEST	NORTH	EAST
1 ♠	Pass	1 NT	Pass
2 ♥	Pass	2 ♠	Pass
Pass	Pass		

The Bidding

South's opening bid of one spade is based on 14 points in high cards and 2 points for the doubleton.

North's response of one notrump promises 6 to 10 points in high cards. In this case North has 8 points in high cards.

South could not be criticised severely for passing his partner's response. The response of one notrump shows a weak hand, and game must therefore be out of the question. However, South has two doubletons and therefore believes that the hand will play better at a suit than at notrump. He shows his second suit, asking his partner to take a choice.

North returns to spades since he prefers that suit. This promises no further strength. A pass of two hearts would indicate a preference for hearts; a return to two spades indicates a preference for spades.

South is happy to pass at a reasonable contract. He knows that his partner has a weak hand, and there is therefore no advantage in pushing on to a higher contract.

The Play

West leads the jack of diamonds, and South plans the play. South must lose a trick to each of the three missing aces, and may also have to lose an additional trump and an additional heart. It is difficult to count the losers without knowing where the aces are and how badly the suits are going to break. However, South's plan is fairly straightforward, and he can proceed even though he doesn't know the exact count of losers.

Declarer plays the queen of diamonds from the dummy at Trick 1, and East wins with the ace.

East returns the four of spades. East can tell that declarer plans to ruff hearts in the dummy. The best defense against a ruffing plan is to get the trumps out of the dummy. East begins this defense at the earliest possible moment.

South puts up the king of spades, and West wins with the ace. West returns the jack of

spades, and South must win with the queen.

South must do what he can about the hearts. Since hearts should be led first from the dummy, declarer leads a club to dummy's king. He then returns a heart from the dummy and plays the king from his hand when East plays low. West follows with a low heart, and South's king therefore wins the trick.

From the play of this trick, South properly deduces that East has the ace of hearts. Declarer must therefore lead hearts once more from the dummy. He leads a diamond to dummy's king and returns dummy's remaining heart.

East steps up with the ace of hearts and takes the ten of spades, drawing dummy's last trump.

South must eventually lose another small heart but he makes his contract. He scores 60 points below the line.

DEAL No. 44

NORTH
♠ 10 4
♥ A K 9 7 5
♦ A 9 5
♣ J 5 3

WEST
♠ 8 7 2
♥ 10 6
♦ Q J 10 6
♣ K 10 4 2

EAST
♠ 6 5
♥ Q J 8 2
♦ 8 7 4 2
♣ Q 9 8

SOUTH
♠ A K Q J 9 3
♥ 4 3
♦ K 3
♣ A 7 6

North dealer
Both sides vulnerable

NORTH	EAST	SOUTH	WEST
1 ♥	Pass	2 ♠	Pass
3 ♥	Pass	4 NT	Pass
5 ♥	Pass	5 NT	Pass
6 ♦	Pass	6 ♠	Pass
Pass	Pass		

The Bidding

North's opening bid of one heart is based on 12 points in high cards and 1 point for the doubleton. This opening bid on only 13 points is justified since North has three quick tricks.

South's response of two spades is forcing to game and hints at a slam. It shows about 19 points. In this case, South has 17 points in high cards and 2 points for the doubletons. South has already made up his mind to try for a slam.

North is compelled to bid again and merely rebids his long heart suit.

South's jump to four notrump is the beginning of the Blackwood Convention. This asks North to show how many aces he holds.

North's response of five hearts shows two aces.

South bids five notrump, confirming the fact that all four aces are accounted for and asking partner to show how many kings he holds. If North can show two kings, South may bid a grand slam.

North's response of six diamonds shows only one king.

South must be content with a small slam. When he bids six spades, North does not consider a further bid since he has a bare minimum opening bid and has told his full story.

The Play

West opens the queen of diamonds, and South plans the play.

South has two possible losers in clubs, and can afford to lose only one of them.

The best plan is to establish dummy's long heart suit. If this plan succeeds, South will eventually be able to discard one or more of his losing clubs on dummy's good hearts.

South must win the first trick in his own hand with the king of diamonds. The idea is to save dummy's ace of diamonds as an eventual entry to dummy. We will see later how useful the ace of diamonds is.

South draws one round of trumps at Trick 2. No more trumps can be spared at this moment, since dummy's ten of spades must be saved for a more important purpose.

Declarer now cashes dummy's top hearts and ruffs a third heart with a high trump. This precaution is important, since otherwise West would ruff higher and declarer would lose his slam contract.

South now leads his small trump to dummy's ten. This not only draws a second round of trumps but also puts the lead in dummy at a time when South can benefit from this. Declarer is now in position to ruff hearts a second time.

The second ruff has established dummy's last heart. South can now afford to draw West's last trump. South had not forgotten how many trumps were out, but he had to interrupt the drawing of the trumps in order to do more important work.

South eventually leads a diamond to dummy's ace. This puts him in position to cash dummy's last heart. If the ace of diamonds had been used earlier, South would not be able to reach dummy for the last heart, and he would lose his slam contract.

South must give up a club trick sooner or later, but he takes the rest of the tricks, fulfilling his slam contract.

South scores 180 points below the line for the tricks. Above the line, he scores 500 points for the rubber, 100 points for honors, and 750 points for the slam bonus.

DEAL No. 45

NORTH
♠ 5 4
♥ A Q 7
♦ Q 8 6 2
♣ J 8 6 3

WEST
♠ 10 9 7
♥ 10 8 4 2
♦ J 10 3
♣ 9 5 4

EAST
♠ K J 8 6 2
♥ 9 6 5
♦ A 9
♣ K Q 10

SOUTH
♠ A Q 3
♥ K J 3
♦ K 7 5 4
♣ A 7 2

East dealer

Both sides vulnerable

East	South	West	North
1 ♠	1 NT	Pass	2 NT
Pass	3 NT	Pass	Pass
Pass			

The Bidding

After East's opening bid of one spade, South's overcall of one notrump shows just the same sort of hand that is required for an opening bid of one notrump. That is, South guarantees 16 to 18 points in high cards, with balanced distribution and at least three suits stopped. South particularly guarantees at least one stopper in the suit bid by the opponents.

North's raise to two notrump promises about 8 or 9 points. With 10 points or more, North would jump to game instead of merely inviting it.

South is willing to accept the invitation to game. He has slightly more than a minimum count for his overcall of one notrump and he has two sure stoppers in the enemy's suit.

The Play

West opens the ten of spades, and South plans the play.

South can surely win two spades and three hearts. The ace of clubs provides a sixth trick, and South must plan to get the three additional tricks in diamonds.

The only chance to win three diamond tricks with this combination of cards is to find the *doubleton ace* of diamonds in some opponent's hand. South must first decide which opponent has the ace of diamonds.

South sees 17 points in high cards in his own hand and 9 points in high cards in the dummy, a total of 26 points in the combined hands. Only 14 points are left for the two opponents to share between them. East must have a least 11 of these high card points to justify his vulnerable opening bid. This means that West can have only 3 points in high cards at most; and he may have less. It is clear that West cannot have the ace of diamonds.

There is a short cut to the reasoning expressed in the previous paragraph. When an opponent has made an opening bid, especially when very little strength is out against you, it is proper to credit the opening bidder automatically with any high card that you want to locate.

South wins the first trick with the queen of spades and enters dummy with a heart in order to lead the first diamond from dummy.

East plays the nine of diamonds, and South wins Trick No. 3 with the king of diamonds.

South now returns a low diamond and plays a low diamond from dummy. The only hope is that East will be obliged to play his ace of diamonds whether he likes it or not. Luck is with declarer, since East must follow suit with his ace of diamonds.

Only one diamond trick is lost, and declarer will therefore be able to win three diamond tricks. He has already taken one, and will later take two more.

East returns the king of spades, and South wins with the ace. Declarer proceeds to take the rest of his tricks fulfilling his game contract.

South scores 100 points (game) below the line and 500 points for the rubber above the line.

DEAL No. 46

North
♠ 4 2
♥ A 10 4
♦ Q J 10 8 7 3
♣ A Q

West	East
♠ K	♠ J 10 9 8 7 5
♥ Q 9 7 6 3	♥ 8 2
♦ 6 4 2	♦ A K
♣ J 8 7 4	♣ 10 9 3

South
♠ A Q 6 3
♥ K J 5
♦ 9 5
♣ K 6 5 2

North dealer

North-South vulnerable

North	East	South	West
1 ♦	1 ♠	2 NT	Pass
3 NT	Pass	Pass	Pass

The Bidding

North's opening bid of one diamond is based on 13 points in high cards and 2 points for the doubletons. This is a minimum opening bid.

After East's overcall of one spade, South's problem is whether to bid towards game or to double for penalties. If the opponents were vulnerable, South would double. Since South is vulnerable against non-vulnerable opponents, he prefers to bid on for game and rubber. His jump to two notrump promises good stoppers in the opponent's suit with a total count of 13 to 15 points and stoppers in all of the unbid suits. In this case, South has the minimum value of 13 points.

North must raise to game even though he has a minimum opening bid. South's jump to two notrump is forcing to game. North does not seriously consider trying for game in diamonds, since it is usually much easier to make 9 tricks at notrump than 11 tricks at a minor suit.

The Play

West opens the king of spades, and South plans the play. Even a glance at the hand indicates that South must bring in dummy's long diamond suit in order to make his contract. He can expect to win two spades, either two or three hearts, and three clubs. This accounts for only 8 tricks even if South manages to take a successful finesse in hearts. It is a far better idea, of course, to develop more than one diamond trick without risking a finesse in hearts.

South must let West hold the first trick with the king of spades! This remarkable play

costs nothing. South will still be able to win two spade tricks later on.

What can South gain? If West's king of spades happens to be a singleton, West will be obliged to shift to a new suit. This will give South *time* to establish and run dummy's long diamonds.

Luck is with declarer, since West is obliged to shift at Trick 2. He leads a club, and dummy wins with the queen.

Declarer begins at once on the diamonds, and East takes the king of diamonds. East returns a spade, and South wins with the ace.

At Trick 5, South leads another diamond, establishing dummy's long suit.

East returns a spade, and South wins with the queen. Declarer now has tricks to burn. He enters dummy with the ace of clubs in order to run the diamonds, taking the rest of the tricks.

South makes his contract with an overtrick. Now see what would have happened if he had won the first trick with the ace of spades. He would then lead a diamond, losing to East's king. East would lead spades until South took the queen of spades. Then East would still have the ace of diamonds as an entry to the rest of the spade suit. East would take four spade tricks and two diamonds, setting the contract two tricks!

South scores 100 points (game) below the line and 30 points for the extra trick above the line. He also gets the rubber bonus of 700 points above the line.

DEAL No. 47

NORTH
♠ 4 2
♥ A K 9 4 3
♦ A K 5
♣ A Q J

WEST
♠ Q J 10 9
♥ Q 10 8 6
♦ 9 3 2
♣ 9 8

EAST
♠ 8 7 6 5
♥ 5
♦ 10 8 7 4
♣ 7 6 5 3

SOUTH
♠ A K 3
♥ J 7 2
♦ Q J 6
♣ K 10 4 2

North dealer

Both sides vulnerable

NORTH	EAST	SOUTH	WEST
1 ♥	Pass	2 NT	Pass
6 NT	Pass	Pass	Pass

The Bidding

North's opening bid of one heart is based on a count of 21 points in high cards. North cannot quite afford to make a forcing bid of two hearts, and his hand is not suitable for an opening bid of two notrump partly because he is one point light and partly because he does not have a stopper in spades.

South's response of two notrump shows 13 to 15 points, with balanced distribution and stoppers in all of the unbid suits.

North adds his own points to those shown by the jump to two notrump. This assures him that the combined strength must be 34 to 36 points. North knows that 33 points are usually needed for a small slam and 37 points for a grand slam. For this reason he jumps right to six notrump without further ado.

The Play

West opens the queen of spades, and South counts his tricks.

South expects to win two spades, three diamonds, and four clubs. This means that he needs only three heart tricks to make the slam.

South can surely make his slam if he plays the hearts properly. A student of the game should memorize this way of playing the combination. There are many other combinations of cards that call for very precise management. Many of these can be found on the deal sheets of the Autobridge Advanced Series.

South wins the first trick with the king of spades and leads a heart to dummy's king. The next step is to return a low heart from dummy!

South doesn't mind losing this trick if each opponent follows suit. Only one heart will then be left, and this can be captured by dummy's ace.

South's real concern is to guard against a bad break in hearts. He is safe no matter which opponent may have started with four hearts to the Q-10.

As the cards lie, East discards a spade, and South plays the jack. West must win with the queen of hearts.

South wins the next trick with the ace of spades and leads his remaining heart. West is known to have the 10-8 of hearts left, and dummy can take an established finesse with the ace-nine. The slam is thus fulfilled.

If East had had all of the missing hearts, he could not stop South's jack of hearts from winning a trick. This, likewise, would guarantee the slam.

South scores 190 points below the line. He scores 500 points for the rubber above the line and 750 points for the slam bonus.

DEAL No. 48

NORTH
♠ 5 4 2
♥ K J 10 5
♦ 10 7 6
♣ Q 10 5

WEST
♠ K 9
♥ Q 3 2
♦ A K 8 3 2
♣ 9 6 2

EAST
♠ J 10 8
♥ 9 8 6 4
♦ Q J 5
♣ 8 4 3

SOUTH
♠ A Q 7 6 3
♥ A 7
♦ 9 4
♣ A K J 7

West deale,

North-South vulnerable

WEST	NORTH	EAST	SOUTH
1 ♦	Pass	Pass	Dbl.
Pass	1 ♥	Pass	1 ♠
Pass	2 ♠	Pass	4 ♠
Pass	Pass	Pass	

The Bidding

When West's opening bid of one diamond is passed around to South, he should reopen the bidding with a double. This double is for takeout.

A takeout double normally shows strong support for any suit partner can bid. In this case, South's support for hearts is a bit weak, but he makes up for this by the general strength of his hand. He can afford to double and bid his spades later.

As expected, North responds in hearts. North is forced to bid, and his response therefore does not promise any strength at all.

South now bids one spade. If North has a completely blank hand, this should be a safe bid. If North has strength, he will bid.

North cautiously raises to two spades since South's bidding shows a very strong hand. North's raise is aggressive but very good.

South needs no further encouragement to bid game.

The Play

West opens the king of diamonds, and South counts his losers. South must surely lose two diamonds and at least one trump. The whole problem in the play of the cards is to avoid the loss of two trump tricks.

If there had been no bidding, South would plan to enter dummy with a club or a heart in order to lead a trump for a finesse of the queen.

In this case, however, South should feel sure that the finesse will lose. West is sure to have the king of spades as part of the strength for his opening bid.

While he is thinking over this plan, South follows suit to the first two rounds of diamonds. He trumps the third diamond, noticing that East has shown up with the queen and jack of diamonds. This should make South all the more certain that East cannot also have the king of spades. If East had six points in high cards, he would have responded to his partner's opening bid.

After trumping the third round of diamonds, South leads out the ace of spades. He then leads a low spade, hoping that this is sufficient to draw out the king. This will be the case if West was dealt the doubleton king of spades. If West happens to have king-jack-x in spades, he is sure to win two spade tricks no matter what South does.

Luck is with South. West must play the king of spades on the second round of trumps. South easily regains the lead and draws East's last trump with the queen of spades. It is then easy to take the rest of the tricks.

South scores 120 points (game) below the line and 700 points for the rubber above the line.

GLOSSARY OF BRIDGE TERMS

The following glossary defines most of the terms used in this book and also some that the player will hear or read elsewhere.

ASSIST: to raise.

BALANCED DISTRIBUTION: a description of a hand that has no void suit or singleton, and preferably not more than one doubleton.

BIDDER: the player who has bid; especially, the declarer.

BLACKWOOD: a slam-bidding convention, used to discover the number of aces held by partner.

BLOCK: to play a suit in such a way that you cannot get to partner's hand for further tricks in the suit.

BOOK: declarer's first six tricks; for the defenders, one trick less than what is needed to defeat the contract.

BUST: a hand so weak that it is unlikely to win a single trick.

CASH: to take a winning card.

COME-ON: a defensive signal that asks partner to continue the same suit; echo; high-low.

CONTROL: (for slam purposes) the ability to win the first or second trick in a suit.

CROSS-RUFF: a line of play in which you ruff one suit in your own hand and another suit in the dummy; the two defenders may also cross-ruff.

DECLARER: the player who first for his side named the suit (or notrump) of the final bid.

DEMAND BID: a forcing bid, particularly, an opening bid of two in a suit.

DEUCE: the two-spot of any suit.

DISCARD: to play a card of a different suit on a trick led by another player; to sluff.

DISTRIBUTION: the way in which the 13 cards of a hand are divided into the four suits; the way in which the 13 cards of a suit are divided among the four players.

DOUBLE: a call that has the effect of increasing the penalty suffered by an opponent if he fails to make his contract – or of increasing his gain if he makes the contract.

DOUBLETON: a holding of two cards in a suit.

DUCK: to play low, allowing an opponent to win, when it is possible to play a high card.

DUMMY: declarer's partner; the hand of declarer's partner.

ECHO: a defensive signal consisting of a high card played on one trick and a lower card played on a later trick; a high-low.

ENTRY: a card that will win a trick and thus gain the right to lead.

ESTABLISH: to transform losing cards into winners, by capturing or forcing out higher cards held by the opponents.

FINESSE: an attempt to win a trick with a card that is lower than a card held by the opponents, especially after one opponent has already played.

FORCING BID: a bid that requires partner to keep the bidding open.

FREE BID: a bid made directly over an opponent's bid (and therefore not needed to assure partner of a chance to speak).

GAME: 100 points or more, scored below the line.

GRAND SLAM: a bid for all 13 tricks.

HIGH-LOW: a defensive signal, consisting of a high card on one trick, and a lower card on a later trick; echo.

HONOR CARD: any ten, jack, queen, king, or ace.

HONORS: the five highest card of the trump suit, or the four aces at notrump.

INFORMATORY DOUBLE: takeout double; a double that asks partner to bid.

JUMP BID: any bid of more than what is needed to outrank a previous bid.

KIBITZER: a spectator.

LEAD: to play the first card of a trick.

MAJOR SUITS: spades and hearts.

MINOR SUITS: diamonds and clubs.

NOTRUMP: a declaration in which there is no trump suit.

ONE-OVER-ONE: a response at the level of one to partner's bid, as one heart over one diamond.

PART SCORE: a trick score of less than 100 points; a partial.

PENALTY DOUBLE: a double that asks partner to pass, made in the expectation that the opponents will be defeated; a business double.

POINT COUNT: a method of valuing high cards, especially the 4-3-2-1 count used in this book.

PRE-EMPTIVE BID: a high bid, intended to shut the opponents out of the auction or at least to interfere with their bidding.

PROMOTE: to enhance the value of a card by forcing out higher cards.

RAISE: to bid for more tricks in the suit (or notrump) previously bid by partner.

REDOUBLE: a call that doubles the effect of an opponent's double.

REVOKE: to fail to follow suit when able to do so.

RUFF: to trump.

SACRIFICE BID: a deliberate overbid, made in the expectation that the penalty suffered will be less than the value of the opponent's bid.

SEQUENCE: two or more cards of touching rank, as K-Q or J-10-9, etc.

SET: to defeat declarer's contract.

SET UP: to establish; to promote cards to winning rank, especially by capturing or forcing out higher cards held by the opponents.

SHUTOUT BID: a high bid, intended to shut the opponents out of the auction; pre-emptive bid.

SINGLETON: a holding of only one card in a suit.

SLAM: a bid for 12 or 13 tricks.

SLAM TRY: a bid that suggests an eventual slam contract.

SMALL SLAM: a bid for 12 of the 13 tricks.

SPOT CARD: any card lower than the jack, the value of which is determined by the number of spots, or pips on the face of the card.

STAYMAN: a convention used in response to partner's notrump bid, meant to find out whether or not the partnership has a good fit in a major suit.

STOPPER: a card that will win a trick and thus stop the opponents from running their long suit.

TAKEOUT: a bid in a new suit.

TAKEOUT DOUBLE: a double that asks partner to bid; an informatory double.

TENACE: two cards that are almost in sequence, such as A-Q or K-J.

TREY: any three-spot.

TRICK: four cards, one played from each hand.

VOID SUIT: a holding of no cards at all in a suit.

VULNERABLE: a term applied to a side that has won a game in the rubber that is in progress.

HOW TO IMPROVE YOUR BRIDGE

Now that you have finished this Basic Course, you can call yourself a bridge player. Congratulations!

If you want to become a *better* bridge player, play through some of the *Advanced* Autobridge Deals. You will find them entertaining, exciting and instructive.

New advanced hands are brought out regularly. Ask for them at your department store or other dealer.

SUMMARY OF POINT COUNT BIDDING

Ace=4 points King=3 points Queen=2 points Jack=1 point

Key Numbers

26 points: game in notrump or major suit
29 points: game in a minor suit
33 points: small slam
37 points: grand slam

Opening Bids

Points in Your Hand	*Bid*
13 with a strong suit	1 of suit
14 with any suit	1 of suit
16 to 18, with stoppers and balanced distribution	1 NT
22 to 24, with stoppers and balanced distribution	2 NT
25 to 27, with stoppers and balanced distribution	3 NT
25 or more, with good 5-card suit (may be reduced slightly with longer suit)	2 of suit

Responses to 1 of Suit

6 to 18	1 of new suit
10 to 18	2 of lower suit
19 or more	Jump bid in new suit
7 to 10, with trump support	Raise partner to 2
13 to 16, with strong trump support	Raise partner to 3
8 or less, with 5 trumps and singleton or void	Raise partner to 4
6 to 10, when unable to raise or bid new suit	1 NT
13 to 15, stoppers in all unbid suits	2 NT
16 or 17, stoppers in all unbid suits	3 NT

Ace=4 points King=3 points Queen=2 points Jack=1 point

Responses to 1 NT

Points in Your Hand	*Bid*
0 to 7	Pass, or 2 of long suit
8 or 9	2 NT, or Stayman Convention
10 to 15	3 NT, 3 of long suit, or Stayman Convention
16 or more	Try for a slam

Responses to 2 NT

0 to 3	Pass
4 to 10	3 NT or bid a long suit (reach game)
11 or more (slightly less with long suit)	Try for a slam

Responses to 2 of Suit

6 or less	2 NT
7 or more	Positive response (raise, bid new suit, or jump in notrump)

Rebids by Opener

13 to 16	Minimum, if any
17 to 19	Invite a game, without forcing
20 or more	Force to game

Rebids by Responder

6 to 10	Minimum or pass
11 or 12	Invite game
13 or more	Force to game
19 or more	Try for a slam

Count only high cards for all notrump bids. For opening bids in suit, add 3 points for a void suit, 2 points for a singleton, 1 point for a doubleton. For raising partner's suit, with good trump support, add 5 points for a void suit, 3 points for a singleton, 1 point for a doubleton.

SUMMARY OF SCORES

Game – 100 points or more below the line
Rubber – 500 if you win two games out of three
700 if you win the only two games

TRICK SCORE (below the line)

Spades or Hearts.....30 per trick
Diamonds or Clubs.....20 per trick
Notrump.....40 for first trick,
30 for each other trick
If doubled, multiply by 2. If redoubled, multiply by 4

BONUSES (above the line)

Rubber bonus (see above)

Slam bonus: small slam is 500 not vulnerable; 750, vulnerable
grand slam is 1000 not vulnerable; 1500, vulnerable

Honors: 4 trump honors in one hand – 100. 5 trump honors in one hand, or 4 aces in one hand at notrump – 150

Making Doubled Contract: 50 points. Same if contract is redoubled.

Overtricks: Undoubled, trick value. If doubled, each overtrick is worth 100 points if declarer is not vulnerable; 200 points, if declarer is vulnerable. If redoubled, these overtricks become worth 200, non-vul; 400, vul.

PENALTIES (above the line)

	Undoubled		Doubled	
	Not Vul.	Vul.	Not Vul.	Vul.
Down 1	50	100	100	200
Down 2	100	200	300	500
Down 3	150	300	500	800
Down 4	200	400	700	1100
Down 5	250	500	900	1400
Down 6	300	600	1100	1700

If the contract is redoubled, multiply the doubled penalties by two.

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